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VOLUME 21
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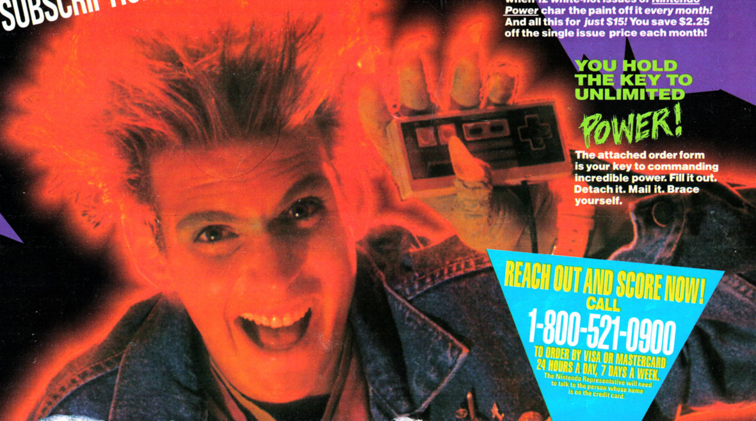

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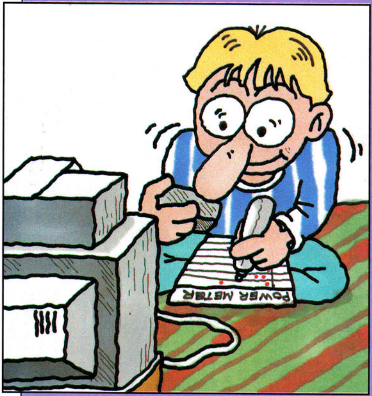
POWERLINE

In this month's feature, we turn you on to our Power Meters and look behind the scene at Nintendo headquarters to see how games are rated. Don't miss the special report--the meters are more important than you might imagine! After all, they're a direct line to the pros' opinions. Compare your own ratings to the pros'. Can you spot a winner?

The ratings not only identify potential hits, they also help us decide which games to review. We want to include the hottest prospects, and the Power Meter ratings show which games have the special "Let me at it" quality that will make them irresistibly appealing. The highly rated games reviewed this month are no exception; they're all first-rate!



Star Tropics: From all accounts it's well worth the wait. Mike is no yo-yo; in fact, we think he's destined to join the ranks of Nintendo super heroes like Link and Mario.
Quantum Fighter: Kabuki's greatest weapon is his hair. His hair? What can I say? He's the ultimate head-banging hair farmer. The play action is similar to Batman's, but there's nothing like Kabuki's mad mane. Check it out beginning on page 26.
TMNT II: The Arcade Game: Real arcade action at home? Finally! This sequel has that and more. It's the game you spent mass quarters on, except that the NES version now has two added stages. You get the best of the arcade version and something new. When was the last time you got more than you expected?
Magician: Abracadabra! The original story line helped this fantasy game rate among the winners. The only weapon in it is magic, and you can't pull that out of a hat. As an apprentice magician, Paul has to learn his lessons and earn his skills. Experience like that doesn't come easily. Take a look at what he'll have to overcome beginning on page 58.
Ultima: The Quest of the Avatar: The latest in the famous PC series, it's the best yet. The word is that this NES version is better than the original!
Be sure to check out the Game Boy Round Ball Roundup. With this line up, you'll be able to hone your hoop skills even when you're not actually on the court. And speaking of basketball, this month's Celebrity Profile features a pair of LA Lakers who play mean games, both on the court and off.

Beyond basketball and other featured games, you'll find other essential information in our regular features. Read on!

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Illustrations	Meredith Yasui Nob-Rin Takagi Hiroko Nagami Tim Candor Lee MacLeod Kaz Izawa

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Illustrations	Shuji Imai Orange Nakamura Makikazu Ohmori Magician Sasaki Kazuhiro Amachi Tatsuya Terada
Poster Art	Hirotada Kakusaka
Photographer	Yuji Takase

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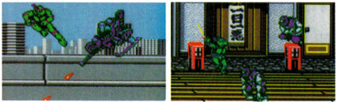

The pizza-powered turtles return to make streets and sewers safe for all. It's the arcade classic, only better.

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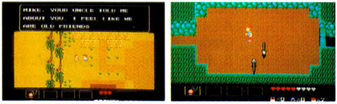

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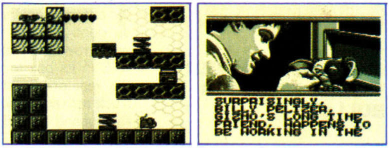

SURPRISINGLY, BILLY PELTZER, GIZMO'S LONG TIME FRIEND, HAPPENS TO BE WORKING IN THE

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MAIL BOX

GAME BOY: FASTER THAN A SPEEDING BULLET

I was on a very boring 4-hour drive from Jersey Shore, PA, to Pasadena, MD, so I decided to whip out my Game Boy. I was playing Tetris when all of a sudden "Screeeech!" My dad slammed on the brakes. There was an accident ahead, and he was a little too quick at applying the brakes. The momentum tore the Game Boy from my hands and out the side window. Beeeep was the last sound it made as it flew down, down, down over the bank. Before my family or I knew what I was doing, I was out of the car and flying over the railing. I've never moved so fast! While we waited about an hour for the accident to clear, my sister and I looked for the Game Boy. Finally, I faintly heard the music to Tetris! To my surprise, when I recovered my Game Boy, it didn't have a scratch on it. The rest of the way to Maryland, I had a tight grip on it!

Jim Willits
Jersey Shore, PA

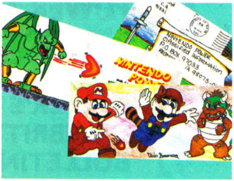
Nice launch, Jim. If the Soviet Cosmonauts hadn't already taken their Game Boys into orbit, you might have had a record.

HOLEY NES, BATMAN, IT'S INDESTRUCTIBLE!

I read that you wanted to hear about disasters! Well, I have a good one for you. It started when my family moved. I put my NES in its box to be moved with the rest of our stuff. When the truck arrived at our new house, I ran out and immediately started to dig for my NES. To my amazement, a chair had fallen and the leg was stuck in the NES box. When I saw it, I freaked out. I opened it up, and it looked terrible. There was a big hole punched in the top of the Control Deck! I cleaned out the broken plastic and put in Super Mario Bros. 2 and . . . Wow! It worked! You can see the Game Pak through the hole, but it works fine.

Jason Marks
Sandy, OR

Warning! When moving, avoid placing chairs loaded with heavy objects on top of your Control Deck. Holes caused by chair legs are not considered normal wear and are not covered by warranty. (We can repair your Control Deck, Jason. Call our Consumer Service Department at 1-800-255-3700 to make arrangements.)



The envelopes we get are just too good to throw away!

"OLD LADY" SCORES

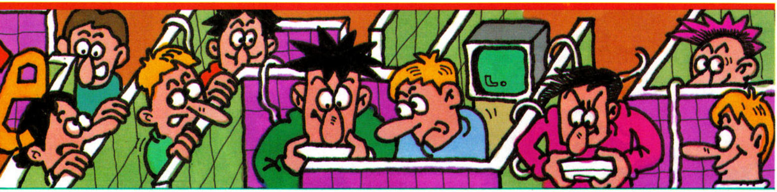
I wanted to drop you a line to let you know what a help Nintendo Power is. The Super Mario Bros. 3 Strategy Guide was my first issue. It arrived just in time—with its help, I beat Koopa.

I had purchased a few back issues at a local toy store. I'm writing because I noticed that most of the items were about young kids. When I got my hands on the November/December 1989 issue, I was delighted to see the poem by 75-year-old William Convery. I don't know Mr. C, but he's my kind of grandpa! I want you to know that all my friends are in their mid-twenties and older, and those of us who have kids play NES video games more than the kids do! A lot of your readers are adults and proud of it.

A funny thing happened to me when I received Tetris for Christmas last year—I became "Tetrisized." One day I stopped at the corner store to get a Pepsi. I saw the arcade Tetris game there, and I couldn't help myself—I dropped in a quarter and began playing, not really noticing the kids playing next to me. After I completed four or five tetrads in a row, the boys began watching me play. I set a high score on the machine by the time I finished. One boy turned to the other two and said, "Wow, check out that old lady's score!"

I'm 34 and have two kids of my own. Move over, children, Mama's on a roll!

Gail Gillit
Manteca, CA



A RING-TAIL TWOSOME

I love Nintendo Power and my favorite game is Super Mario Bros. 3 because I also love raccoons. In fact, I have two of my own. One is an albino, with white fur and red eyes. The other, which is black and brown, I named Tanooki.

Milo Reghetti
Transfer, PA

A true Tanooki! Has she mastered the Tail Attack?

Do you have a pet who is partial to NES games? Or perhaps an NES namesake? Send us your letters and photos—we'll feature the best in an upcoming issue. It will be a marvelous managerie. No siblings, please.

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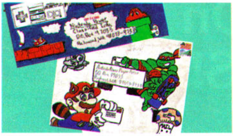

Mario Madness! If the postal workers can read the address, we'll get it.

NO CATNAPS ALLOWED

I've been playing my NES for four years. My cats have been playing for one year. When I get ready to play, they come running. My white cat, Shiloh, really likes Arkanoid, as you can see. He chases the ball, and when I miss it, he looks for it at the bottom of the t.v. screen.

I've conquered Super Mario Bros. 3 thirteen times. My highest score so far is over one million, and I can find all the warp whistles. Thanks for a great game!

Devin Linsenbach
Cape Coral, FL

Here kitty, kitty. Now, just follow the bouncing ball . . .

VIDEO SPOTLIGHT

I was first introduced to the Super Mario Bros. at the arcade but later learned through my brother-in-law, Michael Marchese, that it was available for home play with the NES. Since then, he and I have formed a permanent team and have conquered many games. We think we're one of the best teams around, and we have the record to back us up. To date, we've finished 58 games, including Super Mario Bros. 1, 2, and 3, The Legend of Zelda, The Adventure of Link, Double Dragon 1 and 2, Duck Tales, Rescue Rangers, Batman, Teenage Mutant Ninja Turtles, and the list goes on and on. Here's our advice to other players:

Partners Robert and Michael pose with a bigger-than-life Mario.

1. Keep trying. Where there's a will, there's a way.
2. If you get stuck, take a break and look through Counselor's Corner. You're bound to find something to help you.
3. Take advantage of the Game Play Counselors! They've helped us!

I've enclosed a picture of a mural I painted. The Super Mario Bros. are our favorites, so we thought it would be just right for Michael's bedroom wall. Thank you for your articles. Here's to a long partnership!

Robert LeGrand
Ocala, FL

TEENAGE MUTANT NINJA TURTLES® II THE ARCADE GAME™

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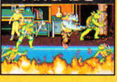
Play Control	4.1
Challenge & Excitement	4.3
Theme & Fun	4.0

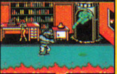
THE TURTLES COME HOME

Konami's Teenage Mutant Ninja Turtles for the arcade just took a Mutant Module to your NES. All those righteous scenes are here, plus two "excellent" new stages. The Foot Clan foes you love to hate are back too, not to mention the evil masterminds who would like nothing more than to snack on Turtle Pizza. So grab your Bro for the two-player game or challenge the Shredder alone for some mega kicks.

ARCADE



NES



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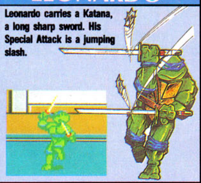
BO-DA-CIOUS BROS

The battling bros have more in common than a love of pepperoni pizza with no (repeat no) anchovies, dude. Their attacking strength is identical, except Don has a slight advantage with the longer reach of his Bo. Each has a Special Attack he uses for extra punch, but the effects of those Special Attacks are the same for each Turtle.

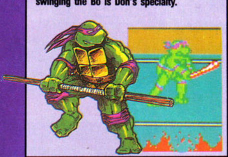
LEONARDO

Leonardo carries a Katana, a long sharp sword. His Special Attack is a jumping slash.



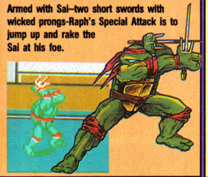
DONATELLO

Don carries a big stick–a Bo. Leaping up and swinging the Bo is Don's specialty.



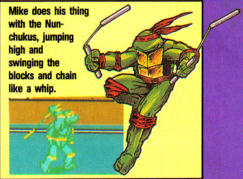
RAPHAEL

Armed with Sai–two short swords with wicked prongs-Raph's Special Attack is to jump up and rake the Sai at his foe.



MICHAELANGELO

Mike does his thing with the Nun-chukus, jumping high and swinging the blocks and chain like a whip.

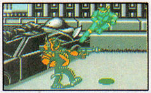


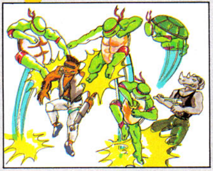
THE TURTLES HAVE THE MOVES

No matter what weapons the Turtles use, their moves are all pretty much the same, so it's just as easy to use Raph as it is to use Don. Master all four of these moves and you'll be unstoppable.

FLYING KICK

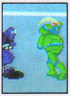
The Flying Kick is your main attack against bruisers like Bebop who shoot at you as well as kick or punch. After jumping, push the B Button to kick out and through the enemy. It's worth three Damage Points.





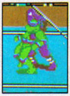
SLASH

The Slash is the most basic ninja attack technique. When the enemy is in range, push the B Button and your Turtle will swing his weapon in a powerful slashing motion. The Slash inflicts two Damage Points. It's also good for blocking boomerangs and knives.



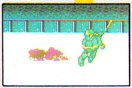
BREAK-THE-HOLD

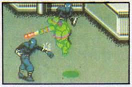
In close combat, a Foot Soldier might grab your Turtle in a mean Turtle-hug. Break free by quickly pushing Left and Right on your controller. When your Turtle is held, he's liable to take damage, so it's best to free him as soon as possible.

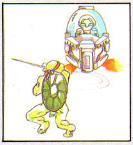


SPECIAL ATTACK

One Special Attack move will defeat most enemies, making it your most radical technique. Hit the A Button slightly before hitting the B Button. The attack–a combination of slash and jump–is worth four Damage Points. Using this move against the Foot Clan ninjas will take you far.



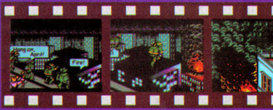




Dr. Stockman can't compete with a Turtle who knows his moves.

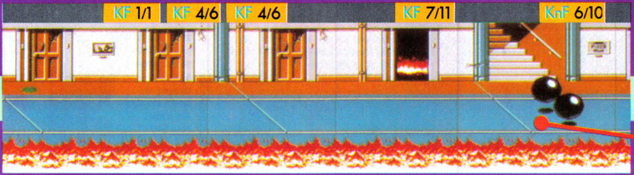
SCENE 1 FIRE! LET'S SAVE APRIL!

They're green, they're mean, they're mutants and their best friend April has been carried off by Shredder's hench-ninjas. So what's a Turtle to do? Kick some Foot, that's what. The building may be in flames, but hey, you've got a shell! Nothing can stop you now.



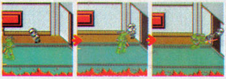
"Stay cool, dude."

MAP 1



ROADKILL RODNEY: R.I.P.

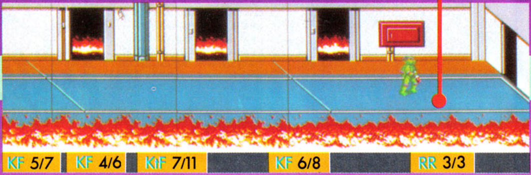
These guys will do their best to run you over and zap you with a gigawatt. Ruin their day by trapping them against the wall and repeatedly using your Slash technique. Earn top marks for style by trapping two or all three of the little one-wheeled toasters and Slashing them into spare parts.



More active Turtles may enjoy deactivating the Rodneys using Flying Kicks.

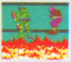
"Time to rap with Rodney."

MAP 2

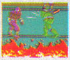


FIGHTING THE FOOT

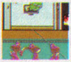
Every scene is filled with Shredder's personal ninja army. Individually they are easy to defeat, especially using your Special Attack. Stay at the bottom of the screen and they'll have to come down to you. They'll reach you one at a time. Use your Special Attack, then wait for the next foolish Foot to close in.



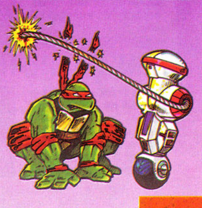
The Foot can't resist a fight. Let them come down to you, then hit 'em hard!



When the bullets start to fly, stand right in front of them and block them with your Slash.



If the Foot try to surround you, jump to one corner so you'll face them head on.



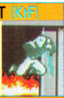
Foot Clan Fiends And Foes

The Foot Clan is filled with mental mutants. Their brains are lame, dude. They think its fun to waste pizza, and Turtles, too.

KATANA FOOT (KtF)

Hit Points: 4

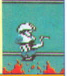
They may be masters of the Katana, but you can master them easily enough using your Special Attack.



ROADKILL RODNEY (RR)

Hit Points: 16

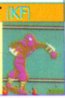
These one-wheeled robots pack a powerful jolt of electricity, but they're a bit unbalanced.



KARATE FOOT (KF)

Hit Points: 4

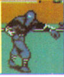
You'll meet more of these brainwashed fighters than any of Shredder's other soldiers. Take them on one by one.



KNIFE FOOT (KnF)

Hit Points: 4

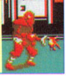
Their knives are sharp, so your wits have to be sharper. Use your Special Attack before they get too close.

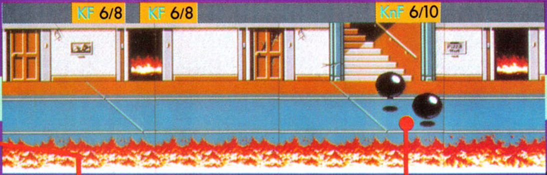


MACHINE GUN FOOT (MG)

Hit Points: 4

These guys rely on short bursts of heavy firepower. Stay out of the way when they're shooting.



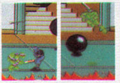


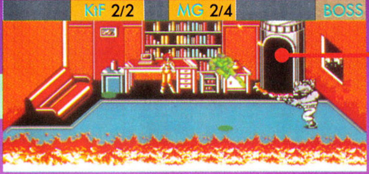
"Hey, Turtles don't sweat."

Go To MAP 2

BOWLING FOR TURTLES

Whenever you see a staircase, watch out for the giant bowling balls that come crashing down. Defeat the Foot on the left side first, then use the Flying Kick to avoid the balls.





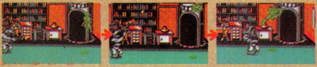
ROCKSTEADY

Hit Points: 60 (1 Turtle)/88 (2 Turtles)

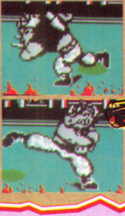
Rocksteady arrives at the end of Scene 1 with all the grace and goodwill of a rhinoceros in tight shorts. He's got a gun in his hand, a horn on his snout and a chip on his shoulder.

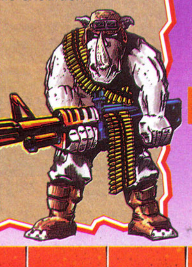
A LITTLE ROCK & ROLL

Here's a Turtle Tip that works for most of the toughest characters. First, jump up to avoid bullets, or other flying weapons. Then use the Flying Jump Attack and dodge his charge.



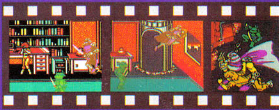
Jump kick through Rockesteady, then quickly leap away to avoid his kick. He'll shoot at you, so be ready to hop over the line of bullets. When he charges, avoid him by jumping over him.





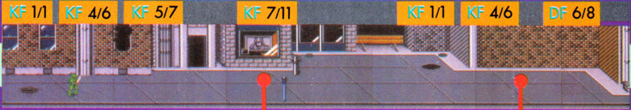
SCENE 2 C'MON, AFTER THAT SHREDDER!

Just when you thought you'd rescued April from Rocksteady, who shows up but Shredder. Well, dude, April's still in trouble and you're the only Turtle in town. Out on the streets you'll find roving Foot bands and Bebop. In the sewers below are Mousers and Professor Baxter Stockman.



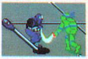
"Shredder is history!"

MAP 1



FLYING DEBRIS

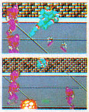
Master Splinter taught his sons to use whatever advantages they can find. For instance, Slash a parking meter and it flies off like a missile.



When a foe is in line with the parking meter, hit the meter and watch it fly.

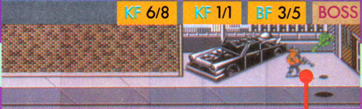
DYNAMITE IS FOR WIMPS

No ninja would stoop to using dynamite, but Shredder's men do. Don't try to Slash the explosives. Jump away from them and use the Flying Kick.



"Hi, honey. I'm home."

MAP2



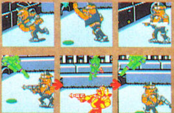
"Bebop, you're such a pig."

Go To MAP3

BEBOP

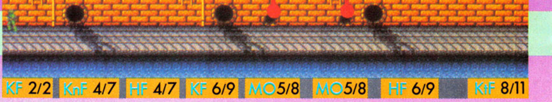
Hit Points: 68 (1 Turtle)/100 (2 Turtles)

Bebop would like to do a dance on your face. With your Flying Kick, though, you'll be the one with the fancy steps. Use the Flying Kick and jump away immediately.



"Someone's been sitting in my sewer."

MAP3



More Trouble

DYNAMITE FOOT (DF)

Hit Points: 4
The fuses are lit and the dynamite is meant for you. It's a real blast if it works, but for the wrong guys.

BOOMERANG FOOT (BF)

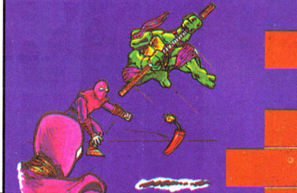
Hit Points: 4
The boomerangs can hit you both coming and going. Jump in quickly and give the throwers a Special Attack.

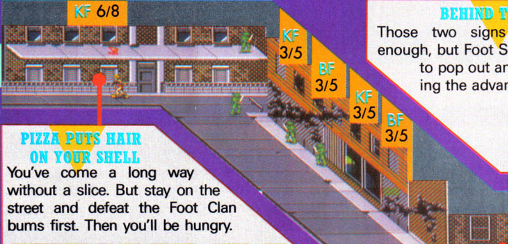
HAMMER FOOT (HF)

Hit Points: 4
If they can, these jerks are gonna try to nail you to the wall, but they'll have to catch you first.

MOUSER (MO)

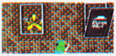
Hit Points: 3
These specially designed mechanical mice are programmed by Professor Stockman to have a taste for Turtle.





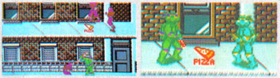
BEHIND THE SIGNS

Those two signs look harmless enough, but Foot Soldiers are about to pop out and attack, expecting the advantage of surprise.



PIZZA PUTS HAIR ON YOUR SHELL

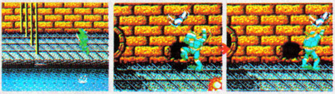
You've come a long way without a slice. But stay on the street and defeat the Foot Clan bums first. Then you'll be hungry.

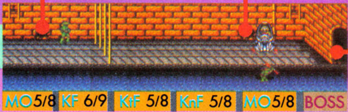


"Bebop must be hiding."
Go To MAP 2

THERE'S NO PLACE LIKE HOME

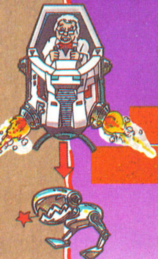
Mousers, missiles and maniacs are all waiting beneath the street. When Mousers chew through the wall, stand to the right and Slash them. They'll bounce to the right edge of the screen where you can turn and finish them off.

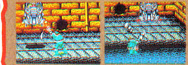




PROFESSOR STOCKMAN

Hit Points: 100 (1 & 2 Turtles)
The mad Professor flies about in his hovering chair and drops Mousers on you. Use the Flying Kick to inflict damage on the brainy bad guy. As for the Mousers, don't let them chew you up. Slash them!



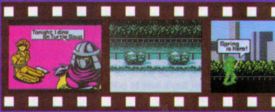


If a Mouser gloms onto your arm, shake it off with the B Button.

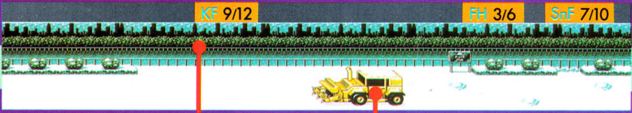
NEW STAGE!

SCENE 3 LET'S MELT SNOW AND REBULLD N.Y. CITY.

April's trail has turned cold, but for hot-blooded Turtles that's no problem. The problem will come from Tora—a polar bear with an attitude—who is waiting at the end of this new stage. He's guarding a weather satellite that's chilled out the whole town. Your mission is to put the heat on Tora and trash the satellite.

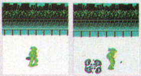


"This sure isn't Miami beach."
MAP1



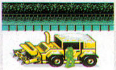
THE SKY IS FALLING

Watch for shadows to tell you when to clear out!

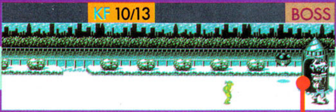


SNOWPLOW

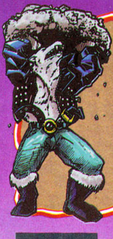
The Snowplow appears when the scrolling stops. Watch out!



"Grin and bear it, Dude."
MAP2



"O.K. Who's next?"
Go To
MAP3



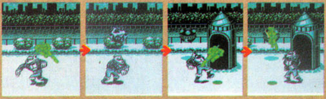
TORA

Hit Points: 112 (1 Turtle)/144 (2 Turtles)

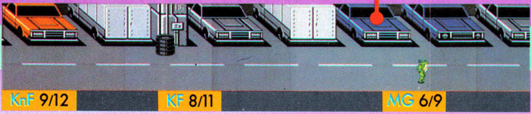
Giant boulders of ice tumble from the sky and Tora volleys them at you. If that's not enough, he'll try to punch you, too.

DUDE, BE NIMBLE

Quick moves are what you need to defeat Tora. As soon as you land from a Flying Kick, jump away again.



"Hmm. Turtle wax."
MAP4

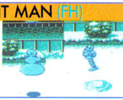


Winter Wonderland

FROSTY THE HIT MAN (FH)

Hit Points: 10

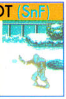
Frosty the Hit Man is a very scary soul, with homing missiles and a pogo stick and a carrot for his nose.



SNOWBALL FOOT (SnF)

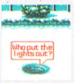
Hit Points: 4

The Snowball throwing Foot Soldiers have packed rocks inside their Snowballs. Ouch!



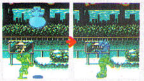
A HOLE IN THE SNOW

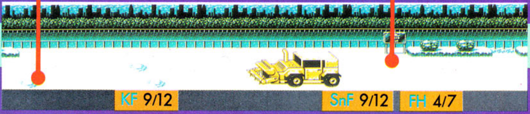
Watch out for the manholes buried in snow. One wrong step and it's light out.



A FROSTY RECEPTION

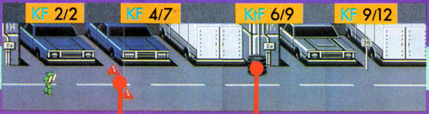
Flying Kick him to the left edge of the screen, then use your Slash Attack.





"Chill out, Bros." Go To MAP2

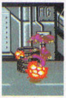
"Cherry cars!" MAP5



"Start your engines, Dudes." Go To MAP4

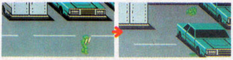
THE GARAGE GANG

They come swarming out of the vans and cars. Use the Speed Cones and Oil Barrels as weapons.



MOVING OUT

Two of the parked cars are revved up and ready to peel out. Stay near the bottom of the screen. When the car moves, leap backwards.



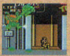
BAXTER

Hit Points: 80 (1 & 2 Turtles)

Professor Baxter Stockman is bound to bug you in his reincarnation as Gnat Man. Time for a raid.

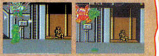
BRING ON THE SWAT TEAM

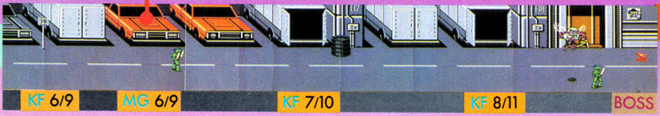
When he hovers above you, jump up to the right and kick.



BAXTER CORNERED

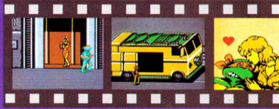
Keep jumping out to the right then back at Baxter.





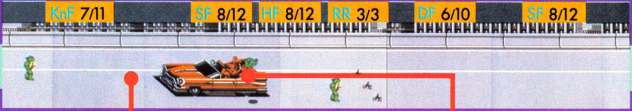
SCENE 4 LET'S GET TO THAT SECRET FACTORY!

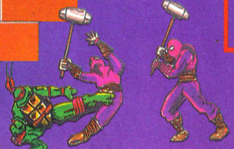
Well, April's out of trouble, but the Shredder is still at large and spoiling for a fight. Although you're on the highway, don't expect a joyride. The Foot Clan Soldiers are here, too. Some of them are on motorcycles, others carry massive bombs or spears. The rule of the road is kick or be kicked.



"Look where you're going!"

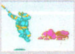
MAP1





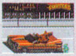
POLE VAULTERS THEY AREN'T

Jump behind these Turtle hunters and whack them with your Special Attack. They'll never know what hit them.



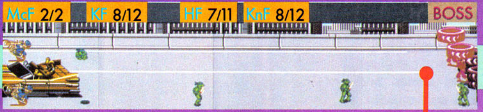
LEAD FOOTED FOOT CLAN

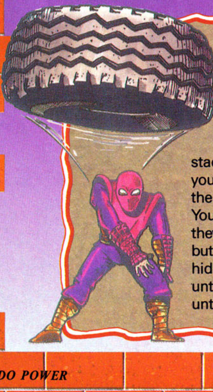
Why did the Turtle cross the street? Probably so he wouldn't get hit by the nut in the car. Keep to the bottom of the screen.



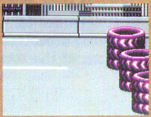
"Tired? Who? Me?"

MAP2

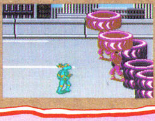


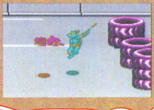


TIRED FIGHTERS

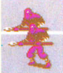
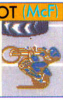
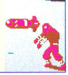


They've been cleverly hiding in the middle of the road, inside a pile of tires, waiting for a Turtle to come by and not notice them. Now is their chance! They leap out of the stacked tires and hurl steelbelted, all-weather studded rubber straight in your face. What a bunch of jerks. Just jump out of the way and then treat these grease monkeys the way you treat all Foot ninjas...with no respect! Your Special Attack will make quick work of the Foot Soldiers once they've thrown their tires, but more of them are still hiding in the stacks. Do unto them as you did unto the others.



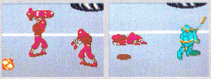


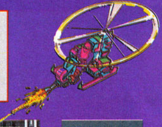
Even More Bad News

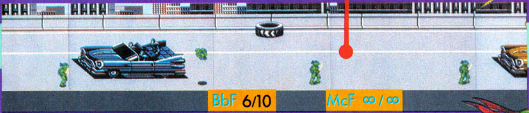
SPEAR FOOT (SF)	MOTORCYCLE FOOT (McF)	BIG BOMB FOOT (BbF)
Hit Points: 4 The Spears look a lot worse than they are. Use your Special Attack at the bottom of the screen. 	**Hit Points: 3** If you stay at the bottom of the screen, these guys will roar on by without giving you a second glance. 	**Hit Points: 4** Looks like these guys raided a B-52. Although a katana might make more sense, these bombs can give you a severe headache. 

MAD BOMBERS

Keep jumping to safety until the Foot Soldiers throw the bombs, then close in and light some fuses of your own with the Special Attack.

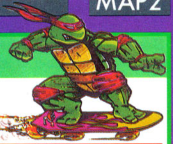






"Talk about backseat drivers." Go To MAP2

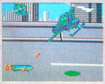
SKATE BOARD ACTION



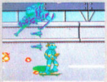
Get ready to do some heavy thrashing from your rocket powered skate board. Blackhawk choppers will make it an interesting trip. Machine Gun Foot and Boomerang Foot add their special brands of fun.

TURTLE AIR POWER

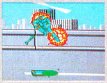
So they've got Blackhawk attack choppers, machine guns and air-to-surface missiles, what's the big deal? You've got one bad skate board and a highly trained ninjitsu reptile. Use your Flying Kick to avoid gun fire and to kick the Blackhawks. Keep kicking until the chopper billows into flame.



Attack choppers? No sweat. Give 'em a taste of Turtle Air Power.



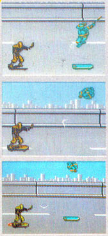
The missiles fall straight down, so you shouldn't be there.



16 Hit Points will incinerate this chopper.

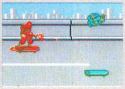
MORE BOOMERANGS

A well-timed Slash move can destroy a boomerang in mid-air. Special Attacks will take out the ninjas. The trick is not getting caught between two of them when the boomerangs fly. If you do you'll suffer mass hits. Stay near a corner of the screen.



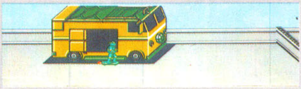
RAPID FIRE RAPID TRANSIT

They're on the move and filling the air with lead. Jumping out of the way is easy, though, and teaching them some manners with your Special Attack would be a good idea.



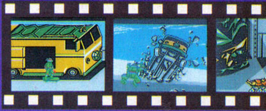
HITCH A RIDE

Where to? You're about to take a dive off an elevated highway. Bummer, Dude.



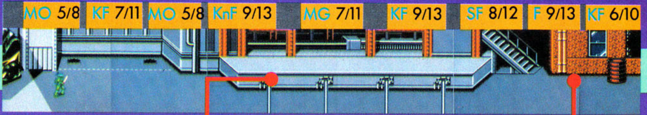
SCENE 5 C'MON, LET'S BUST THIS JOINT

Crash and burn! No sooner do you find out that you've survived the metal-crunching tumble off the highway than you see Master Splinter being carried off by a troop of maniacal Mousers. The Shredder must really have it in for you guys. On this stage you'll battle the Tubular Transport, Flippers, Lasers and lots of ninja fighters.



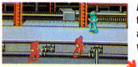
"Splinter, I'm on my way!"

MAP1

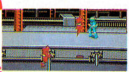


LASER BEAMS

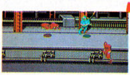
See the light? The Lasers can cut through solid steel or shell.



Avoid the Lasers by hopping onto the ledge. You'll have to fight in a narrow space, but there are ways to prepare for that.



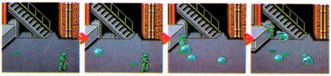
Move to the right end of the platform, using your Special Attack on any ninjas who jump up.



In typically foolish Foot fashion, the fighters attack one at a time. Your Special Attack will make short work of them.

FLIPPERS

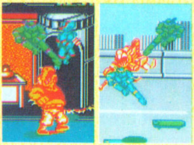
Flippers drop down from above in closed metal shells, like little robo-turtles. There's no family relation, though. In a second or two they'll pop open and become three-legged, ray gun blasting mechanoids. Jump to avoid the ray gun zaps, then use your Special Attack.



These glorified toasters are a real pain unless you use the Special Attack, which will permanently reprogram them with a single hit. Like most enemies, they'll try to surround you. When they close in, jump away. Also jump behind them to avoid the ray gun.

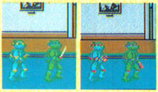
TWO PLAYER STRATEGIES

Some simple strategies will go a long way in helping you and your bro battle through Shredder's army.



PICKING TURTLES

In order to tell your Turtles apart, use one light green Turtle and one dark green Turtle. Don and Leo are dark. Mike and Raph are light green.



WHO GETS THE PEPPERONI?

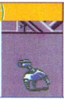
So what do you do when there are two hungry Turtles and only one slice of pizza? Simple, make sure it goes to the bro with the lowest energy level. He should munch out when his energy meter is down to one.

The Bad News Never Ends

FLIPPERS (F)

Hit Points: 4

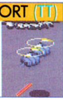
Flippers are tripod robots with a screw loose. Instead of looking for a good time, say in an autoparts store, they look for Turtles to zap.



TUBULAR TRANSPORT (TT)

Hit Points: 6

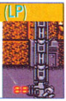
Half helicopter and half obnoxious bug, these mindless machines hover in formation and fire power beams at innocent Turtles.



LASER POLES (LP)

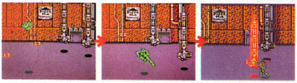
Hit Points: 10

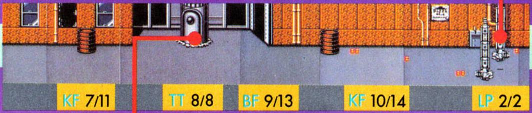
More mechanical mayhem comes from the Laser Poles, which shoot megajolts of juice and dance around while they're doing it.



Pole Vaulting

Jump between the two Laser Poles and use your Slash Attack against them. Eventually they'll turn gold and freeze up.

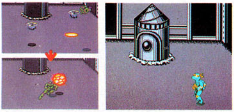




"I smell a rat." Go To MAP2

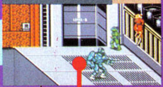
TOTALLY TUBULAR

Two waves of attacking Tubular Transports will swarm out of the Mutant Module. Stand about two thirds of the way up the screen—above the level of their firing beams—and use your Flying Kick.



"Father!" MAP2

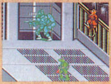
BOSS

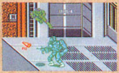


THE STONE WARRIOR

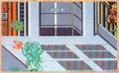
Hit Points: 160 (1 & 2 Turtles)

He's a nightmare from Dimension X, a cruel dude in a suit of steel, and he's got Master Splinter tied to the wall. As a dutiful son, you can't bear to see Splinter captive. Dust the Stone Warrior!

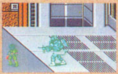




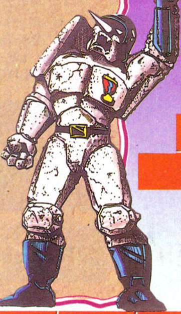
The strategy is pretty much the same as with the other masterminds of mutant crime. Dodge the flame thrower and use the Flying Kick.



You should be able to jump back and forth, giving old Stoney a Flying Kick each pass while avoiding his flame thrower.

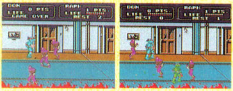


If you wind up in the line of fire, your Turtle will turn his singed face toward you. Jump quickly to avoid the flames.



STAYING ALIVE!

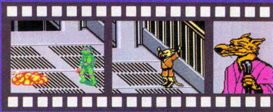
If one bro runs out of lives, his brother won't have to carry on alone. If the surviving Turtle has extra lives, his partner can push the A Button, steal a life, and get back into the action. Gnarly!



NEW STAGE!

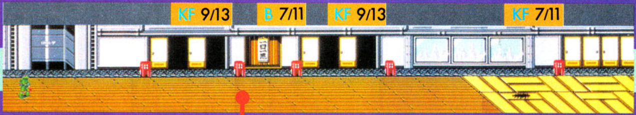
SCENE 6 LET'S DEFEAT THE ENEMY'S NINJA MAGIC!!

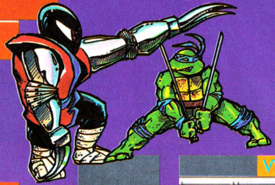
Now that Master Splinter is a free rat once again, you are more determined than ever to see that justice is done. So it's into Shredder's secret ninja training school, which is filled with the weirdest and wildest enemies yet: painted tigers that come to life, Venom, Blades and the Shogun Warrior at the end.



"I'm not impressed by this place."

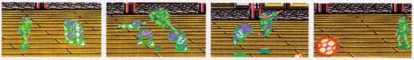
MAP1


KF 9/13
B 7/11
KF 9/13
KF 7/11



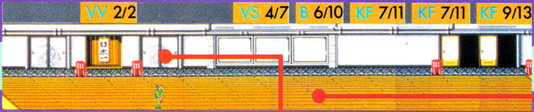
BLADE

Avoid their knives and attacks by using the Flying Kick. If you're behind one, hit it with your Special Attack!



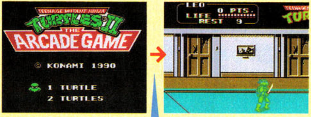
"Awesome cat."

MAP2


VV 2/2
VS 4/7
B 6/10
KF 7/11
KF 7/11
KF 9/13

EXTRATURTLE CODE!!

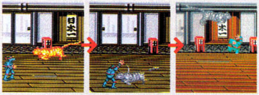
How would you like to start with 10 Turtle lives? On the Title Select screen use the following sequence: UP, LEFT, LEFT, DOWN, DOWN, DOWN, RIGHT, RIGHT, RIGHT, RIGHT, B, A, START.


TEENAGE MUTANT NINJA
TURTLES II
THE ARCADE GAME
© KONAMI 1990
1 TURTLE
2 TURTLES
LEO
0 PTS.
LIFE
REST 9

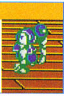
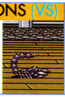
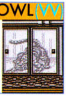
PUSH ↑←←↓↓↓ →→→→BA START

VINCENT VAN GROWL

When the Shogun Warrior was shopping around for a home security system, he came upon these unusual paintings signed by Vincent Van Growl. It's up to you to judge his investment. When the tiger rushes, hit him on the nose and he'll rebound. Move in and hit him on the nose again, but beware of the pounce.

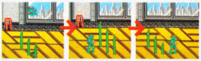


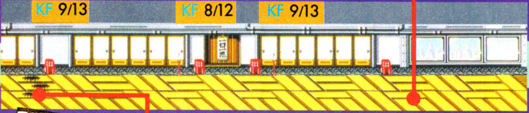
You're Not Done Yet!

BLADE (B)	VENOM SCORPIONS (VS)	VINCENT VAN GROWL (VV)
Hit Points: 8 Huge and powerful, the Blade fighters are armed with knives. Don't let them jump on top of your Turtle. 	**Hit Points: 12** These insects have been bred to giant proportions by the Shogun Warrior, and their sting is dangerous. 	**Hit Points: 24** Tastes in fine art differ with every person but when fine art has a taste for Turtles, that's unusual. 

BAMBOO BARRICADE

Sharpened spikes of bamboo suddenly thrust up out of the floor. Step forward then quickly jump back to test the floor.

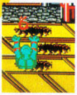


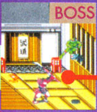


"Sorry about the mess."
Go To
MAP2

WATCH YOUR STEP

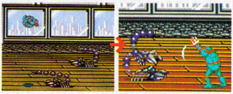
Don't fall into the holes where the ninjas burst out.





VENOM SCORPIONS

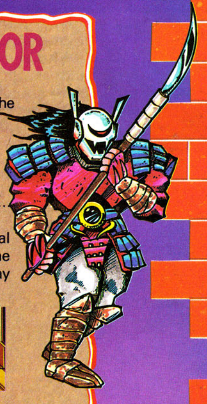
The Venom Scorpions not only sting with their tails, they fire venom as well. Your best bet is to stand about a third of the way up the screen and face the Scorpions head on. Use your Slash Attack repeatedly on their heads. Jump attacks will be met with vicious tail assaults by the Scorpions.



SHOGUN WARRIOR

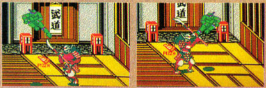
Hit Points: 80 (1 & 2 Turtles)

The end of Scene 6 is a real shocker. The Shogun Warrior is just as tough and merciless as his partners, but he loses his head when it comes to Turtles in his house; and make no mistake, he is the "head" of the house.



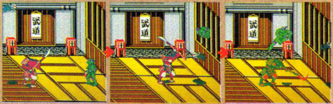
●WHEN THE HEAD IS ON●

Use your Flying Kick in the normal fashion. Just be sure to dodge the Shogun's long sword. Jump away quickly when you land.



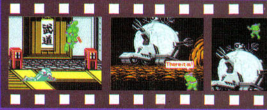
●WHEN THE HEAD IS OFF●

Wait until the Shogun's head is low before you jump. The head can damage your Turtle. The head follows a figure eight pattern and is easy to predict. Don't get anxious and jump to soon.



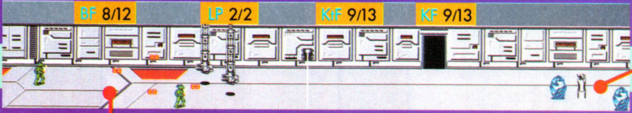
SCENE 7 WE GOTTA FIND THE TECHNODROME

You've come a long way, bro, but it's not over yet. The final and toughest stage lies ahead and it's filled with the baddest of the bad: Foot Soldiers everywhere, platoons of Roadkill Rodney, patrols of Flippers, and bowling balls crashing onto an elevator. And if you survive all that, you'll meet an old friend.



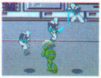
"Time to crack some creeps!"

MAP1



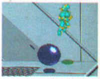
NO TIME TO LOSE

More than 10 foes inhabit every section and if two Turtles are on the warpath expect to meet even more enemies.



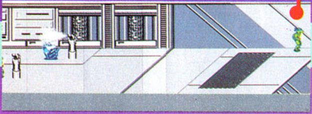
GOING DOWN

Step onto the elevator and stand at the outer edge and jump out of the way of the balls.



"Here we go again."

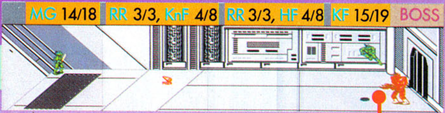
MAP2

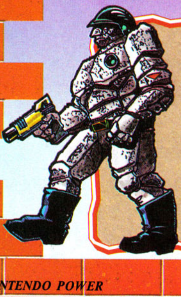


"Has this thing got an airbag?" Down To MAP3

"Déjà vu!"

MAP3

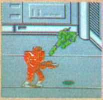


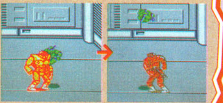


STONE WARRIOR

Hit Points: 150 (1 & 2 Turtles)

The Stone Warrior doesn't look too pleased to see you—maybe because you've already humbled him once, which is one too many times for a freak like this. Fast jumping and Flying Kicks will defeat him again. Laser beams keep the door blocked and dangerous. One careless step could cost you a victory. You'll need all your strength for the next battle.

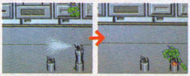




The Stone Warrior has a quick punch. Jump immediately after landing, then use the Flying Kick in his face.

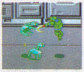
BLIZZARD BLOWERS

Talk about cold-blooded—one blast of the liquid nitrogen will freeze an entire Turtle as solid as his shell. Keep jumping!



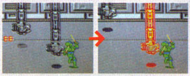
FLIPPERS REVISITED

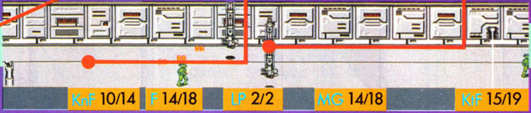
You've met them before. You learned how to whack their metal pod heads with your Special Attack as soon as they unfolded. You know they fall from above, and they never fall alone, but in huge Flipper Flocks. Can you cope? Easily.



A LASER SHOW

To bring down the curtain on this performance, jump between the two Laser Poles and use your Slash Attack until they change color and stop moving.

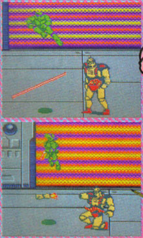




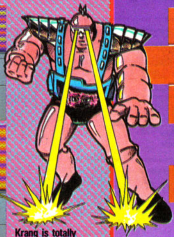
"Are we having fun yet?" Go To MAP2

SHREDDER IS NOT AMUSED

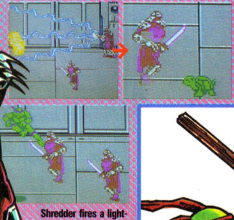
Thumbs don't fail me now! At last you've reached the ultimate challenge, the pinnacle of power, the final test. Krang, a brutal warlord from an alien world, kicks like a cow, fires beams from his eyes and fireballs from his fists. If you manage to put him on the mat using Flying Kicks, Shredder shows up. But hey, he suddenly splits in two! Once you unmask the fake Shredder, follow and attack the real Shredder. Otherwise you waste attacks (and lives) on the fake Shredder.



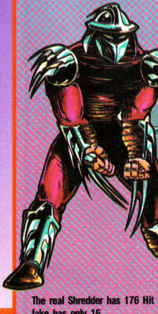
Dodge Krang's eye beams and keep leaping in close.



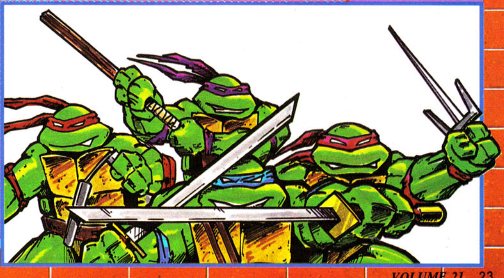
Krang is totally tough. We're talking 220 Hit Points!

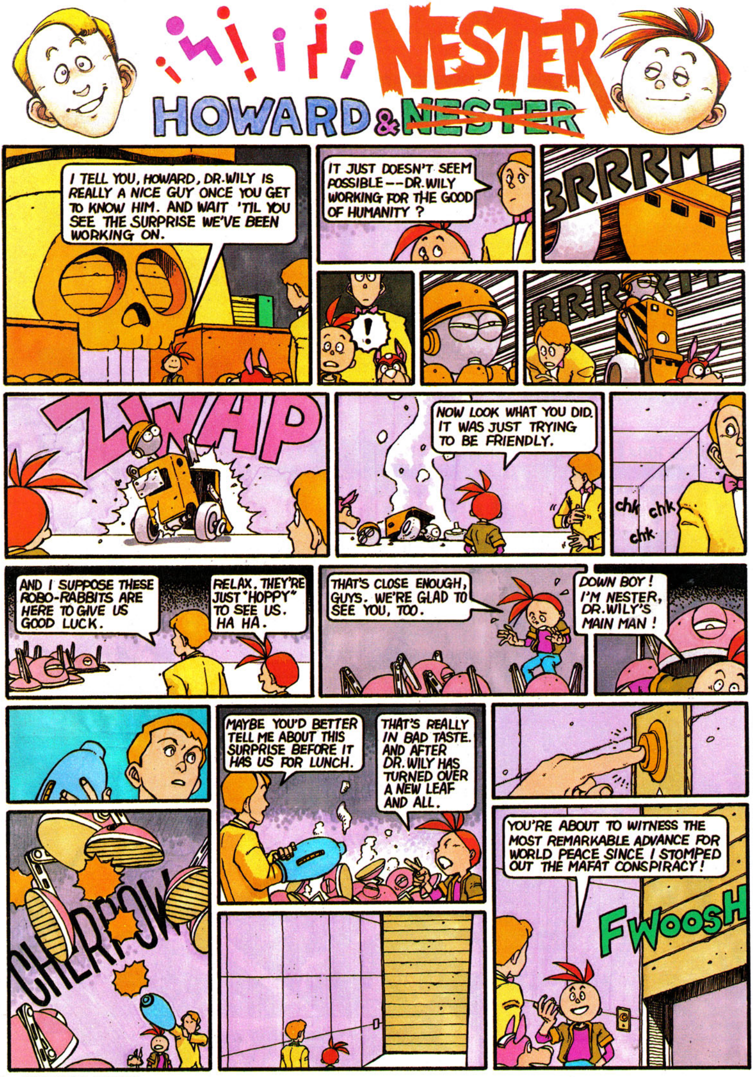


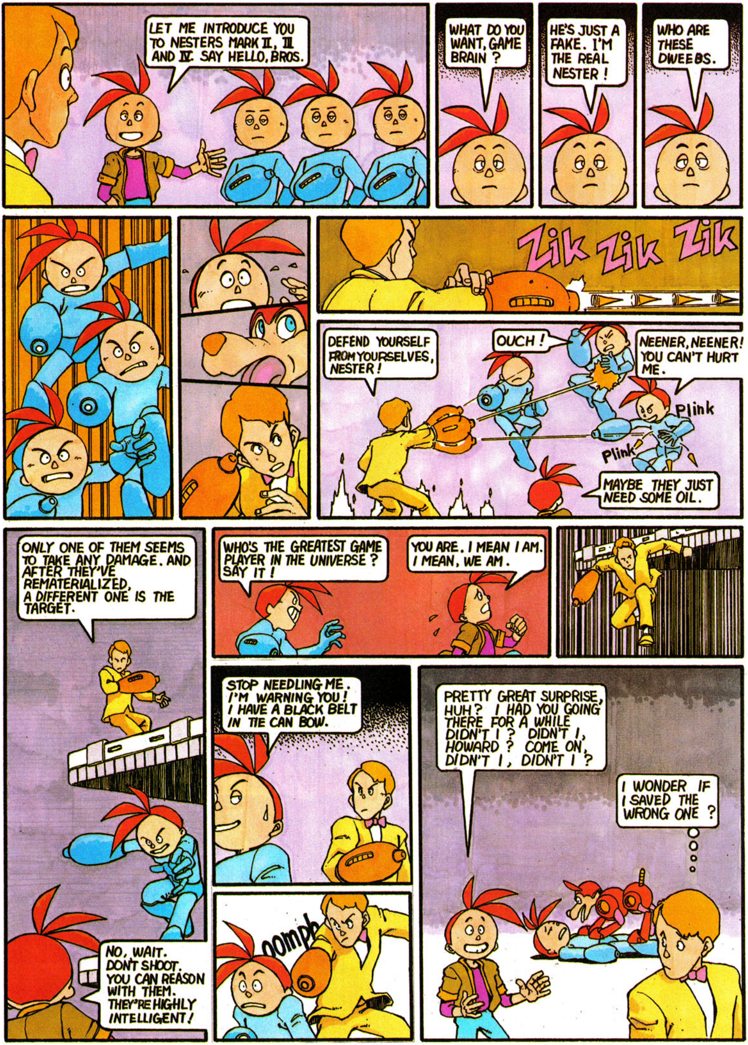
Shredder fires a lightning beam that will shrink your Turtle and cause you to lose a life if you stay in it too long.



The real Shredder has 176 Hit Points. The fake has only 16.




NESTER
HOWARD & ~~NESTER~~
I TELL YOU, HOWARD, DR. WILY IS REALLY A NICE GUY ONCE YOU GET TO KNOW HIM. AND WAIT 'TIL YOU SEE THE SURPRISE WE'VE BEEN WORKING ON.
IT JUST DOESN'T SEEM POSSIBLE -- DR. WILY WORKING FOR THE GOOD OF HUMANITY ?
BRRRRM
!
BRRRRM
ZWAP
NOW LOOK WHAT YOU DID. IT WAS JUST TRYING TO BE FRIENDLY.
chk chk chk
AND I SUPPOSE THESE ROBO-RABBITS ARE HERE TO GIVE US GOOD LUCK.
RELAX. THEY'RE JUST "HOPPY" TO SEE US. HA HA.
THAT'S CLOSE ENOUGH, GUYS. WE'RE GLAD TO SEE YOU, TOO.
DOWN BOY! I'M NESTER, DR. WILY'S MAIN MAN!
MAYBE YOU'D BETTER TELL ME ABOUT THIS SURPRISE BEFORE IT HAS US FOR LUNCH.
THAT'S REALLY IN BAD TASTE. AND AFTER DR. WILY HAS TURNED OVER A NEW LEAF AND ALL.
CHERPOW
YOU'RE ABOUT TO WITNESS THE MOST REMARKABLE ADVANCE FOR WORLD PEACE SINCE I STOMPED OUT THE MAFAT CONSPIRACY!
FWOOSH


LET ME INTRODUCE YOU TO NESTERS MARK II, III AND IV. SAY HELLO, BROS.
WHAT DO YOU WANT, GAME BRAIN ?
HE'S JUST A FAKE. I'M THE REAL NESTER !
WHO ARE THESE DWEEBS.
Zik Zik Zik
DEFEND YOURSELF FROM YOURSELVES, NESTER !
OUCH !
NEENER, NEENER! YOU CAN'T HURT ME.
Plink
Plink
MAYBE THEY JUST NEED SOME OIL.
ONLY ONE OF THEM SEEMS TO TAKE ANY DAMAGE. AND AFTER THEY'VE REMATERIALIZED, A DIFFERENT ONE IS THE TARGET.
NO, WAIT. DON'T SHOOT. YOU CAN REASON WITH THEM. THEY'RE HIGHLY INTELLIGENT!
WHO'S THE GREATEST GAME PLAYER IN THE UNIVERSE ? SAY IT !
YOU ARE. I MEAN I AM. I MEAN, WE AM.
STOP NEEDLING ME. I'M WARNING YOU ! I HAVE A BLACK BELT IN TIE CAN BOW.
oomph
PRETTY GREAT SURPRISE, HUH ? I HAD YOU GOING THERE FOR A WHILE DIDN'T I ? DIDN'T I, HOWARD ? COME ON, DIDN'T I, DIDN'T I ?
I WONDER IF I SAVED THE WRONG ONE ?

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QUANTUM FIGHTER

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GAME PAK · DATA BOX

QUANTUM FIGHTER

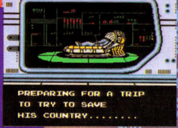
HAL AMERICA

MEMORY	1M×1M	
	MMC3	— —

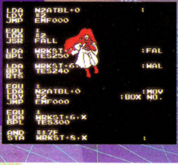
POWER METER	
Graphics & Sound	3.6
Play Control	3.6
Challenge & Lasting Int.	3.5
Theme & Fun	3.7

The Program Calls For Hair-Raising Action

When Colonel Scott O'Conner is zapped into a top secret defense Super Computer to battle a mysterious invading force, he is unprepared for the world he encounters. The mechanized silicon jungle surrounding him crawls with weird creatures, and he has become a legendary Kabuki character with Quantum Fighting powers! In this new action program from Hal, the Kabuki hero must battle his way to the computer's core and destroy the invaders, using his bare hair. Yes, you read correctly—the Kabuki hero's hair, a weapon like no other in video games, is only the beginning of the bizarre things you'll find in Quantum Fighter!



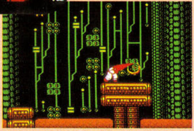
PREPARING FOR A TRIP
TO TRY TO SAVE
HIS COUNTRY........



```
LDA   N2ATBL+0            ;
LDY   #2
JMP   EMF000

EQU   *
LDA   #2
JSR   FALL

LDA   WRKST               ;FAL
BPL   TES250

LDA   WRKST+6,            ;WAL
BPL   TES240
RTS

EQU   *
LDA   N2ATBL+0            ;MOV
LDY   #2            ;BOX NO.
JMP   EMF000

EQU   *
LDA   WRKST+6,X
BPL   TES300

AND   #$7F
STA   WRKST+8,X           ;
```

QUANTUM
FIGHTER

The Quantum Fighter's War Locks

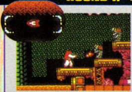


Your blazing mane is deadly to the enemy units you will encounter inside the Super Computer. Those foolish enough to approach you can be thrashed with head-banging blows. Other weapons will allow you to attack at a distance.

Kabuki Man's "Toys"

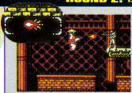
Like other super heroes, Kabuki Man has his special "toys"—Quantum Weapons that increase attack power. You'll get these after you finish each level in your mission through the Super Computer's memory banks.

ROUND 1: THROWING CHIPS



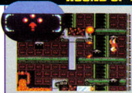
Our hero starts out with the ability to throw tiny micro-chips. These aren't very powerful, but can inflict some damage on enemies.

ROUND 2: ENERGY GUN INCREASE



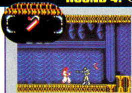
This long-range weapon is more powerful than the meager chips the mad mopster starts out with. It's useful for dealing with foes you don't want to get close to.

ROUND 3: TRIPLE SHOT FUSION GUN



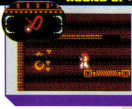
The energy projectiles of this Quantum Weapon split into three, making it a good choice to take out enemies that are on a level above or below you.

ROUND 4: QUANTUM BOMBS



Although this explosive weapon doesn't have much range, it packs a powerful punch. It's a good weapon to use against the Major Viruses you'll meet at the end of each Round.

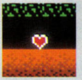
ROUND 5: REMOTE CONTROL BOLO



If you make it past Round 4, you'll be rewarded with this "smart" weapon which attacks every enemy on the screen. Its lack of power makes it unsuitable for use against Major Viruses.

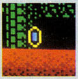
Quantum Power-Ups

ENERGY HEARTS



Defeating adversaries produces two kinds of Energy Hearts. Normal Hearts give you one unit of Life Energy, but blinking Hearts give you three.

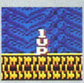
MEMORY CHIPS



Remember to stock up on Memory Chips, as they power your Quantum Weapons. They are also obtained from defeated enemies.

You can trade Chips for Life energy (and vice versa) by pressing Select, then Up or Down when you face Major Viruses.

1-UPS



Extra lives are few and far between. Don't miss a single one! Check the maps!

Kabuki—A Traditional Japanese Art

Kabuki is a traditional dramatic art from Japan. It's unique to Eastern culture; a Western equivalent might be ballet or opera. The actors in a Kabuki drama wear lavish costumes and some have huge manes of colored hair. Whether such hair would make a good weapon is uncertain, but can you imagine a game starring a Quantum fighting ballet dancer?

Watch The Clock!

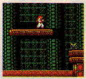
The Super Computer's internal clock is ticking away, and you have only a limited amount of time to make it through each program area. In the second and fifth Rounds, you'll have to race through at top speed.

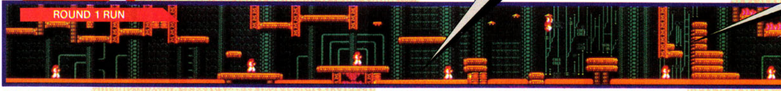
ROUND 1

What is it really like inside a computer's circuits? Quantum Fighter theorizes the existence of a dark world full of dangers. Imagine each enemy as a sub-program of the invading virus—all must be destroyed!

Watch Your Step

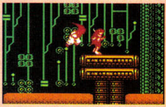
Be on the lookout for suspicious floor surfaces. Some floors deliver electric shocks and others will carry you along, impeding your progress.



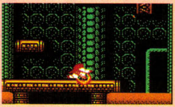


Basic Attack Techniques

Kabuki's fighting follicles are his "mane" weapon. A hair attack costs no Chips and should be your attack of choice.



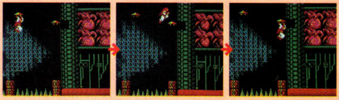
Jump and attack in mid-air to take care of out-of-reach enemies.

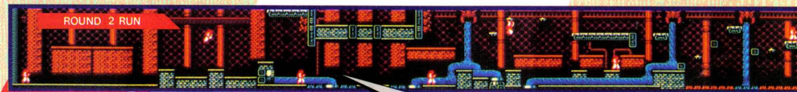


You can dish out punishment with your knuckles as you kneel.

Acrobatic Action

On his mission through the Super Computer, the Quantum Fighter will jump, flip and climb over most obstacles with ease. The triangular hanging platforms are useful for swinging over gaps and dangerous floors.



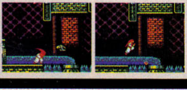


ROUND 2

Get ready for tougher enemies and trickier jumps in Round 2. Go through the second part of the Round as fast as you can, but don't miss the 1-Up!

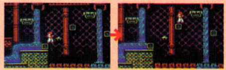
Electrical Currents

The current here won't damage you, but it will carry you directly into the enemies ahead.



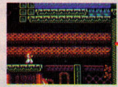
Make It By A Hair

To get the most from your leap, go a hair's breadth from the edge of your launching platform, then jump.

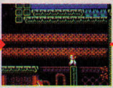


Leap For An Extra Life

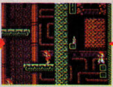
Near the end of Round 2 is a 1-UP.



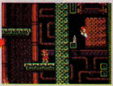
Go to the right edge of this platform.



Make the jump to the small ledge, then leap into the right gap.



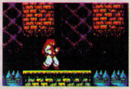
As you fall, veer to the right to land on the two-block ledge.



From that ledge, jump up to the 1-Up.

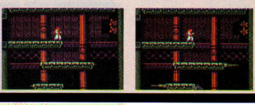
Spikes

These spikes aren't good for your health, so don't step on them!



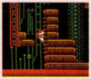
Look Sharp!

Just run right through this area. Don't waste time making sure you don't get hit!



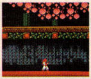
Look For Ladders

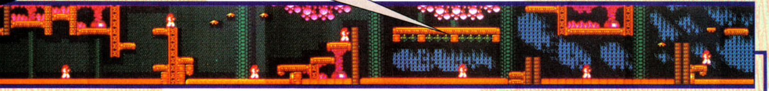
Sometimes you have to look hard to find the ladder that will allow you to advance. If you come to a dead end, try climbing everywhere.



Don't Gum Up The Gears

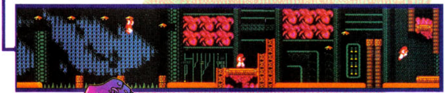
Jump too high with rotating gears above your head, and you'll get a damaging buzz cut.

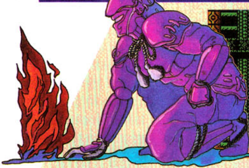


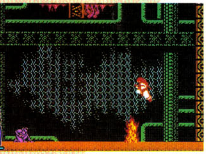


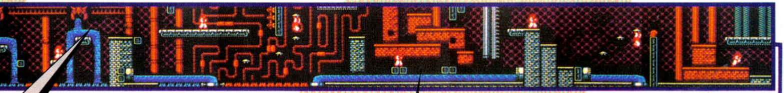
Major Virus Unit: Vulcan

This flame-throwing unit is easy to deactivate. When he stops jumping and kneels down, get close and hit him with your hair. Be ready to jump, as he releases a blast of energy soon after.



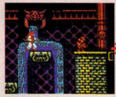




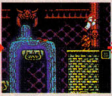


Unit Type:Crabs

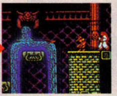
Avoid the claws of the Crab Virus. Leap over it and attack from behind quickly.



Wait for the Crab to launch its claw.



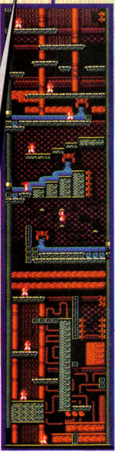
As the claw shoots towards you, jump over the creature.



Attack it from behind.

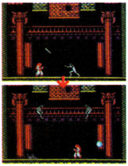
Unit Type: Jabber Jaws

Learn the ambush points of these toothy terrors so you can be ready for their bite.



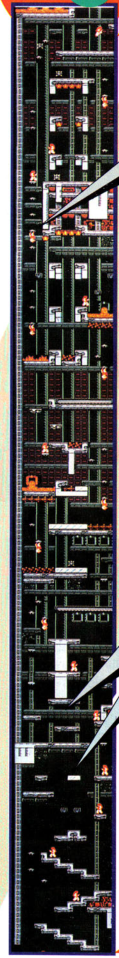
Major Virus Unit: Gemini

As this swift-moving construct bounds about its memory bank residence, it replicates itself and attacks with deadly spheres of energy. One of the clones is an illusion, and choosing the right one to attack is a matter of chance. Trade Chips for Life Energy if you need to.



ROUND 3

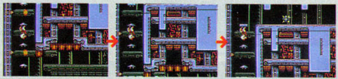
This Round can be frustrating—it takes precision jumping to make the climb to the top. Destroy every enemy you meet to gain valuable Life Hearts and Memory Chips.



ROUND 3 RUN

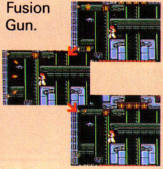
Energy Cannons

Jump just after the cannon fires and quickly blast it with your Fusion Gun. Proper timing takes practice.



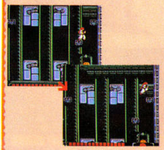
Jump, Turn And Shoot

When you're climbing through a cannon-infested area, shoot out-of-reach cannons with the triple shot Fusion Gun.



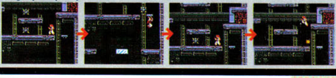
Rock And Roll

On some treadmills you'll have to run against their movement for a while, until you're in position for a last minute leap!



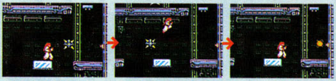
Unit Type: Spiked Satellites

As you make your way onto this platform, a pair of Spiked Satellites will lumber towards you. They are indestructible, so get past quickly!



Computer Ice

Ice Platforms are a slippery part of the Super Computer's defenses. Jump up and down to hold your position. You'll fall off if you try to walk. Make short hops to advance, then leap off!



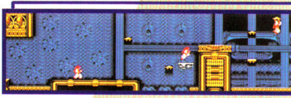
Once you land on a block of computer Ice, stand still.

To dodge an attack, jump straight up.

If you're hit, or if you try to walk, you'll take a spill.

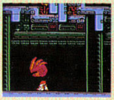
Quick Flip And Turn

If you're facing one direction when you jump and flip to another hanging platform, you'll be facing the opposite direction when you land.

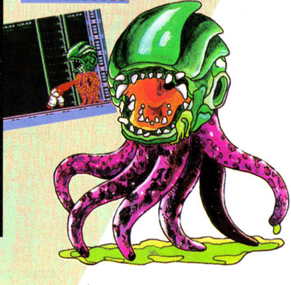


Major Virus Unit: Chrome Dome

The alien nature of the virus invader becomes evident with the appearance of this strange being. Use your mad mop of hair and score hits when it's close to the ground.



As the Chrome Dome rises and flies across the area, duck to avoid it or jump over it.



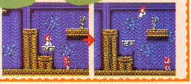
ROUND 4

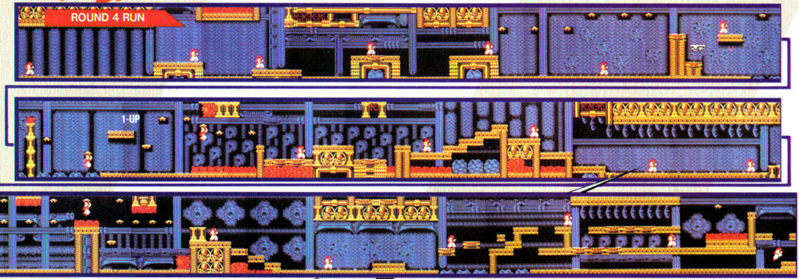
Try to get through this area with minimum Life energy loss. The Round itself is challenging, but the Major Virus Unit at the end is a major pain.

Avoid That Sinking Feeling

QUANTUM FIGHTER

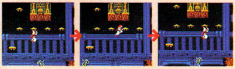
Put a spring in your step to make it over the blue platforms, as some will sink if you just stand on them.





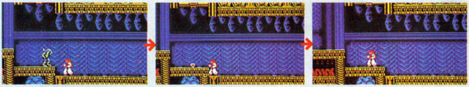
Continue Cautiously

To avoid the stinging strands, tap the jump button to make short leaps as you swing from platform to platform.



Build Up Your Reserves

To power up in the Super Computer, defeat an enemy, backtrack and destroy him again. Repeat the process for full Hearts and Chips.



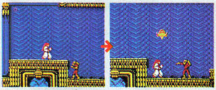
The Blue Samurai Units are easy to beat in any situation.

Grab the energy Heart or Chip that appears and then backtrack.

Watch the clock as you Power-Up. Don't use too much time!

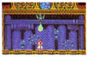
Star Fighters

Star Fighters attack at the beginning of this Round. You may want to use a Quantum Weapon, like Quantum Bombs, on them.

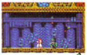


Main Virus: B.U.G.

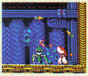
There is almost no way to avoid taking damage from B.U.G. as it fills the area with deadly electronic charges. Try to make it to this enemy healthy and with full Chips.



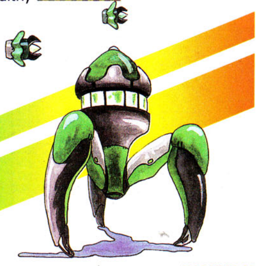
B.U.G. retreats onto the ceiling when it has taken some damage.



Two parasitic eyes also survey B.U.G.'s bank and fire on intruders.

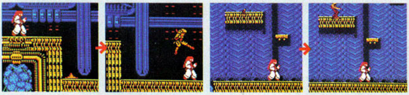


Trade Life Energy for Chips and use Quantum Bombs to blow B.U.G. to binary bits!



Beware Hidden Hazards

Some foes hide beneath the silicon surface of the Super Computer's circuitry. Watch for signs of their presence, and attack quickly.

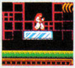


ROUND 5

The interior of the Super Computer is bleak and dangerous this close to the core. Gaps in the memory must be traversed using the scant platforms.

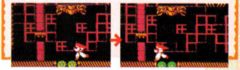
Green Death

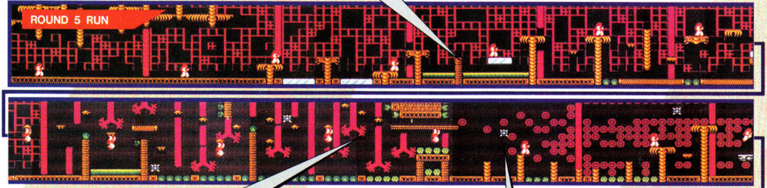
If you touch this glowing green floor, it will damage you. Hop and tap to make your way over the big Ice block.

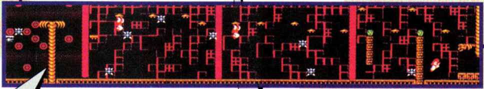


The Razor's Edge

As the spinning screws carry you along, wait until you're at the very edge before you jump.

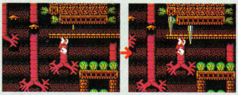






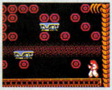
Hazardous Hand-Over-Hand Hustle

Scramble through this area before the telescoping needle spikes can poke you.



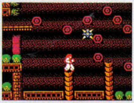
Wait It Out

Duck into this corner. When the Satellite disappears to the left, it shouldn't return. Backtrack to find the platforms you'll need to climb to advance.



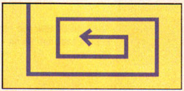
Metal Storm

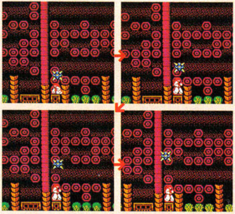
Duck, jump and hurdle your way through a storm of Spike Satellites. Time your movements to avoid being terminated!



Spiral Scratch

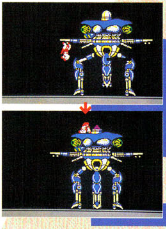
The Satellites move in wide, ever-closing spirals and aim to give you a haircut! If you've made it this far, you have the skill to run through this program area without a scratch.

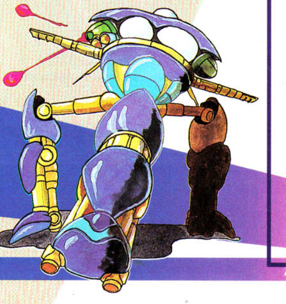


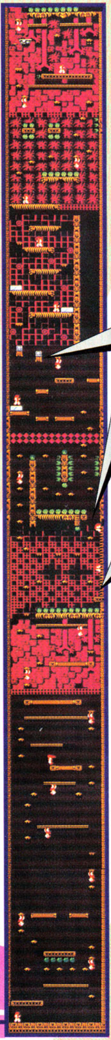


Major Virus Unit: Robby

Use the left hand-holds to climb onto the robot's shoulder so you can get at its vulnerable head. Get as close as possible to it so the energy waves don't knock you down. Punch like crazy and trade your Chips for Life Energy if needed. Once you deactivate Robby, you'll advance to the final challenge.

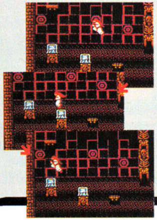






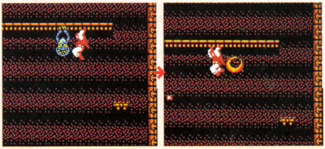
Chilly Steps

From the small conveyer, jump to the first Ice block and immediately jump to the second. You have to jump quickly–don't bother trying to stand on either Ice block.



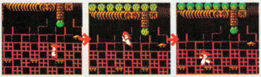
Unit Type: Blue Joker

Hanging from the ceiling hand-holds, the Blue Joker unit isn't a very active attacker. Use your Kabuki Kick to defeat it and move to collect the resulting Chip or Heart.



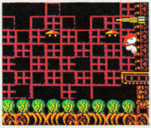
Wild Rolling Platforms

Watch your head when you jump from the hanging platform to the first roller.



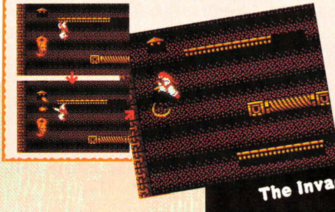
Scale The Side

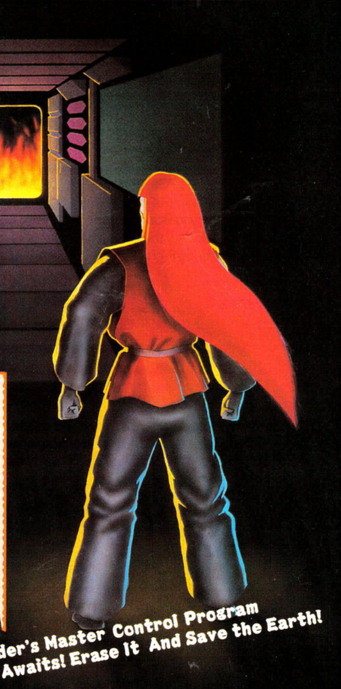
As you climb this ladder, another telescoping spike will seek to poke you. Climb rapidly!



Unit Type: Thorn

This unit dangles from the triangular hanging platforms, which are your only way of advancing. You must destroy them before you proceed.




The Invader's Master Control Program Awaits! Erase It And Save the Earth!

CLASSIFIED INFORMATION

TEENAGE MUTANT NINJA TURTLES® FALL OF THE FOOT CLAN™

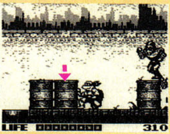
FROM AGENT #920

Since there's an abundance of Classified Information for Game Boy in this issue, we're leading off this section with tips for TMNT—Fall of the Foot Clan for Game Boy. Check out the Game Boy section (starting on Page 51) for more Game Boy tips.

Bonus Game Locations

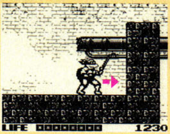
Splinter steps in occasionally to help you with your journey by offering to replenish your power. He'll fill your Energy Meter if you are victorious in 1 of 3 special Bonus Games. You'll find Splinter by exploring a few out-of-the way places. The photos below show the Bonus Game locations in Stages 1 and 2. Walk into the area indicated on each photo and Splinter will challenge you to a Bonus Game.

Stage 1-1



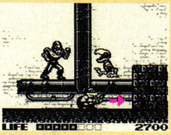
Kneel down and break the Barrel. Then step into the Bonus Game.

Stage 1-2



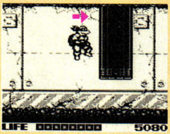
Walk under the Pipe and move to the far right.

Stage 1-4



Crawl under the Pipe in the sewer and move right.

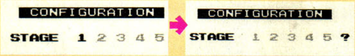
Stage 2-1



Jump and hit the top of the second descending pillar.

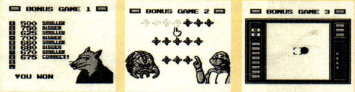
Bonus Game Select

Our Agents have found a way to choose a special Bonus Game Select mode to practice the Energy filling Bonus Games. When the Configuration Screen appears, giving you the choice to select 1 of the 5 Stages, press the A, B and Select Buttons all at once. A question mark will appear. Select the question mark and you'll have the option to practice any of the Bonus Games.


CONFIGURATION
STAGE 1 2 3 4 5

CONFIGURATION
STAGE 1 2 3 4 5 ?

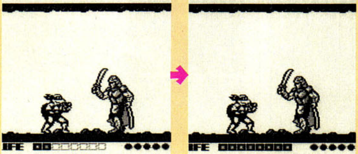
Press A, B and Select simultaneously on the Configuration Screen for Bonus Game practice.



Choose from 3 different challenging Bonus Games.

Power-Up Code

The Konami Code strikes again. Power-Up in a crucial moment with the code that works on a number of Konami games. First pause the game. Then press Up, Up, Down, Down, Left, Right, Left and Right on the Control Pad. Next press the B Button and the A Button. Your Energy Meter will fill up to maximum! Use the code wisely. You'll be able to Power-Up only once per game.



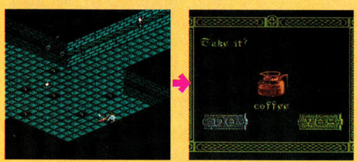
When you're low on Energy, pause and press Up, Up, Down, Down, Left, Right, Left, Right, B and A. Power-Up!

The Immortal

From Agent #405

Coffee Pot Curiosity

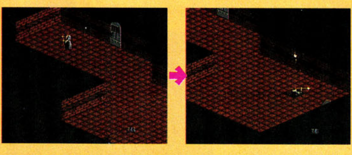
Busy game programmers need their morning coffee, and in this awesome dungeon quest, you can use that to your advantage. In Level Four, you'll spend most of your time on a Magic Carpet. Fly through the first room. Then open the door and board the Carpet again. Fly through the horizontal corridor, close to the low wall and try to avoid traps. You won't be able to see your character since he'll be hidden by the wall, but eventually, you'll find a Coffee Pot. Take it and continue to Level Five.


Take it?

coffee

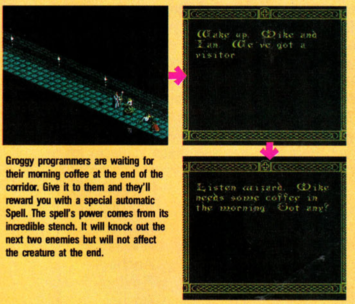
Look for the Coffee Pot in the second room of Level Four. It's near the low wall.

After you shrink with a Potion in Level Five and enter a small door, you'll find two Trolls. Defeat them and get a Bottle and Sensor from the Chest in the room. Drink the contents of the Bottle and defeat the Bats in the next room. Then move on to the Red Worm Room. One false step and your character will be eaten alive. The Sensor can warn you if a Worm is close by, but for this tip don't use it. Make your way to the hole in the floor without using the Sensor and climb down the ladder to a corridor.



Get through the Worm Room in Level Five without using the Sensor and climb into the hole.

You'll meet the game's programmers at the end of the corridor. They'll ask if you have some Coffee so that they can stay awake. Tell them that you do have the Coffee and they'll reward you with a very strong repelling spell, which won't show on your item display. This spell will automatically wipe out the two Trolls in Level Six and let you save your energy for the final challenge.


Wake up. Mike and Ian. We've got a visitor

Listen wizard. Mike needs some coffee in the morning. Got any?

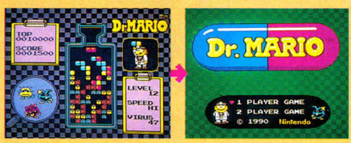
Groggy programmers are waiting for their morning coffee at the end of the corridor. Give it to them and they'll reward you with a special automatic Spell. The spell's power comes from its incredible stench. It will knock out the next two enemies but will not affect the creature at the end.

Dr. MARIO™

From Agent #123

Quick Reset

Sometimes the Vitamin Capsules stack up so high that it seems hopeless to continue with the same screen. If you can't bear to see the bitter end and you're sitting far away from the Reset Button, press the Select, Start, A and B Buttons simultaneously. The game will automatically Reset and give you a chance to choose a different level and speed!



Press Select, Start, A and B all at once to Reset.

CLASSIFIED INFORMATION

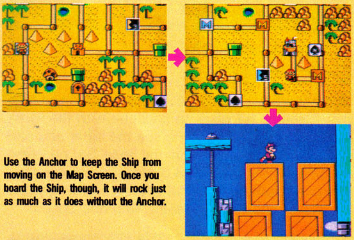
SUPER MARIO BROS. 3

From Agent #710

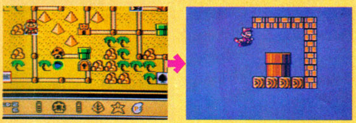
Anchors And P-Wings

With some fancy footwork and quick coin collecting, you can cause Toad's White Mushroom House to appear and earn 2 different kinds of items in the first 7 Worlds. In the odd numbered Worlds, you'll earn P-Wings and in the even numbered Worlds, you'll earn Anchors. P-Wings allow unlimited flight through an entire area. Anchors stop the big Ship from moving to different places in the map screen. The following table shows the number of coins that you must collect and the Worlds that you must collect them in to receive these valuable items.

WORLD	COINS	REWARD
1-4	44	P-Wing
2-2	30	Anchor
3-8	44	P-Wing
4-2	22	Anchor
5-5	28	P-Wing
6-7	78	Anchor
7-2	46	P-Wing



Use the Anchor to keep the Ship from moving on the Map Screen. Once you board the Ship, though, it will rock just as much as it does without the Anchor.



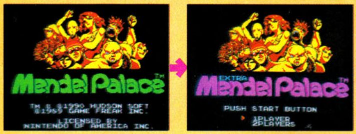
The P-Wing will allow you to fly through any area.

Mendel Palace™

From Agent #295

Extra Stages

Not only can you select 8 different puzzle palaces from the beginning of this fast action game, but now you can choose an extra set of challenging puzzle rooms. At any point in the game, press and hold the Select and Start Buttons. Then press Reset on the Control Deck. The Title Screen will appear with the word "EXTRA" above the title. You'll start the game in a bonus palace with adversaries from each of the other stages.



Press and hold Start and Select. Then press Reset on the Control Deck to add extra stages. You'll face a huge palace with enemies from the other stages.

Conquest of the Crystal Palace

From Agent #206

Sound Test

Check out the sound effects and music for this big quest before you begin. When the Title Screen appears, press and hold the A and B Buttons and press the Select Button. Options to select SE (Sound Effects) and BGM (Background Music) will appear. Change the numbers by pressing Up, Down, Left and Right on the Control Pad and start the selected sounds by pressing the A Button.

On the Title Screen, press and hold A and B. Then press Select for Sound Test options.

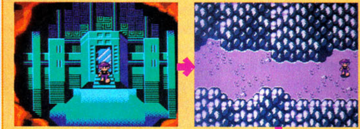
Conquest of the Crystal Palace™
PUSH START
ASMIK

Crystalis

From Agent #824

Wild Warp

By using a simple two Controller maneuver you can cover territory quickly in this huge adventure long before you receive the Teleport Spell. At any point in the adventure, press and hold the A and B Buttons on Controller I and press the A Button on Controller II. You'll instantly warp to another area in the game. Press the A Button on Controller II again and you'll warp to another area. Continue to press the A Button on Controller II and you'll warp to more than a dozen different places in the game before they start to repeat. If you know the game, you'll be able to use this tip to your advantage and start to collect hard to find items from the very beginning. It is also very useful for quick escapes.



Press and hold the A and B Buttons on Controller I and press the A Button on Controller II. You'll warp instantly. If you're low on energy, keep warping until you get to a town. Then stay at an Inn and rest so that you'll be able to continue with your journey.

Journey to Silius

From Agent #002

Option Select

All you have to do is know how to count and you'll be able to select 2 valuable Options in this action thriller. On the Title Screen, press the B Button 33 times. Then press the Start Button. An Option screen will appear, allowing you to listen to the game's music selections and change the number of times that you can continue game play. Press the Select Button to choose the Options and press the A and B Buttons to change the numbers. While selecting music, press the Start Button to listen to the music. Once you've made all of your changes, move the Cursor to the Exit Option and press the Start Button. You can choose as many as 7 different pieces of music and 9 chances to Continue.

JOURNEY TO
SILIUS
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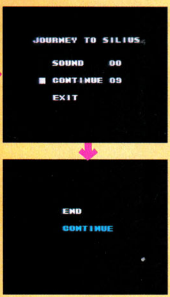

JOURNEY TO SILIUS
SOUND 00
■ CONTINUE 09
EXIT

END
CONTINUE

Press B 33 times and press Start to choose your Options. You'll be able to choose as many as 9 chances to Continue. It will still pay to be a well practiced player, though, since you'll start at the beginning of the stage with every Continue.

Wanted: Special Agents

A popular activity among Nintendo Game Experts is developing tips and strategies. Share your special tips with us. Make sure to choose your own Agent Number (3 digits) and include it with your tips.

Our address is:
Nintendo Power
Classified Information
P.O. Box 97033
Redmond, WA 98073-9733

STARTROPICS™

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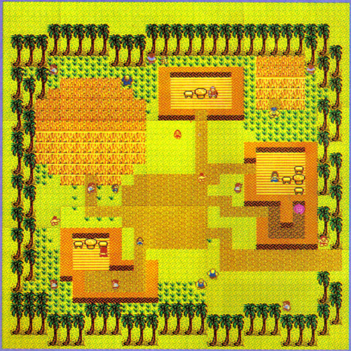
Adventure game fans rejoice! StarTropics features adventure as big as the deep blue sea in an epic quest with cosmic consequences. We'll take a quick dip into the mysteries of the first two island encounters in this issue.

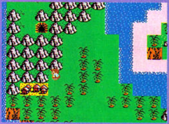
Hi. My name's Mike. I'm a baseball player from the mainland. My Uncle, the famous archeologist Dr. Steve Jones, has a laboratory here on C-Island. The C-Islanders call him Dr. J. I came here on vacation to meet him for the first time, but the day before I arrived, he mysteriously vanished. Now, I've got to explore the islands to find him, and you can help! Your journey begins in Coralcola.

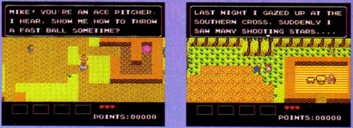
#1 PRELUDE

THE DOCTOR IS OUT

Coralcola is the only village on C-Island. The villagers know a lot about island lore and the creatures that lurk below the surface. It's important to talk to all of them before you begin your search for Dr. J. You'll learn important clues about his disappearance.







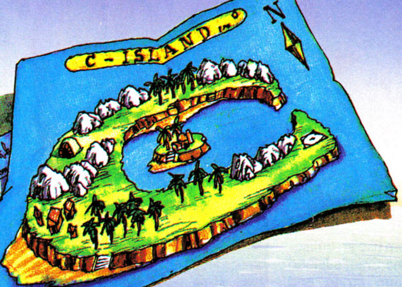
MIKE, YOU'RE AN ACE PITCHER, I HEAR. SHOW ME HOW TO THROW A FAST BALL SOMETIME?

POINTS:00000

LAST NIGHT I GAZED UP AT THE SOUTHERN CROSS. SUDDENLY I SAW MANY SHOOTING STARS....

POINTS:00000

Coralcolans are very friendly and some of them know about the events that led to Dr. J's disappearance.



GAME PAK · DATA BOX

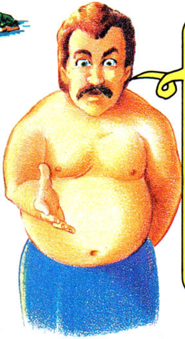
STAR TROPICS

NINTENDO

MEMORY	2M × 2M	
	MMC6	— —

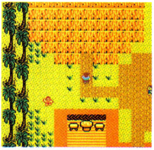
POWER METER	
Graphics & Sound	3.8
Play Control	3.3
Challenge & Excitement	4.3
Theme & Fun	4.3

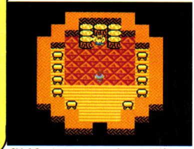
LISTEN TO THE VILLAGE ELDERS



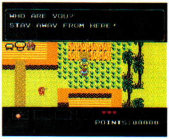
I'm glad that you could make it to our island, Mike. I am Chief Coralcola. The news of your uncle's disappearance is very disturbing. His assistant says that he was captured by aliens. This may have something to do with recent sightings in the night sky. I'm counting on you to get to the bottom of this and save Dr. J. Take the powerful Island Yo-yo and fight your way through the tunnel to Dr. J's Lab. You'll find help there.

The most important resident of the village is Chief Coralcola. He is a good friend of Dr. J's and a very wise man. Begin your journey by entering his hut.





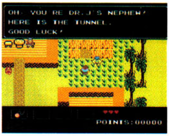
Chief Coralcola has some important clues about Dr. J's disappearance and a very valuable item. He'll send you on your way.



WHO ARE YOU?
STAY AWAY FROM HERE!

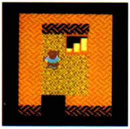
If you haven't talked to all of the villagers, the guard will block the Island Tunnel.

I am the Shaman of Coralcola and sister of the chief. I will provide you with support so that you may complete your journey. There are many challenges that await you in the underground tunnels. Recent meteor showers have caused a disturbance in the creatures below. Be careful, Mike.



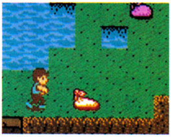
OH! YOU'RE DR.J'S NEPHEW!
HERE IS THE TUNNEL.
GOOD LUCK!

Once all of the villagers know you, the guard will let you enter.



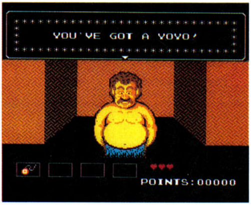
Many dangers await beyond the tunnel stairs.

MASTER THE YO-YO



It's all in the wrist! The Island Yo-yo silences underground enemies.

A Yo-yo may seem like an unlikely weapon, but the Chief's Island Yo-yo has a long string and powerful sting. With it, you can lash out at the enemies underground and it will always come back. Since the Yo-yo slices through obstacles and stretches over gaps, it'll be easy to defeat creatures from a safe distance.



YOU'VE GOT A YOYO!

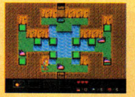
The keeper of the Island Yo-yo is Chief Coralcola. He'll give it to you so that you can face the dangers ahead.

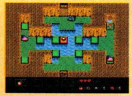
THE ISLAND TUNNEL

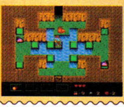
The only way to get to Dr. J's Laboratory is to pass through the tunnel at the edge of the village. The creatures in this tunnel are weak compared to what lies ahead.

HIT THE SWITCH

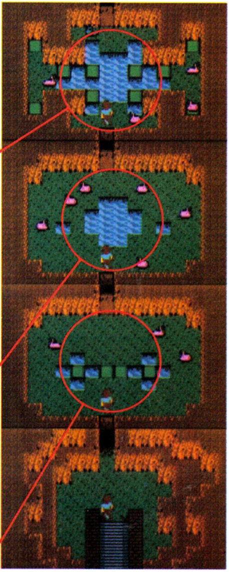
The Gate is connected to a hidden Switch. Jump on the Tiles to trigger the Switch and jump on the Switch to open the Gate. Before you jump to the Gate, be sure to beat the Rattus from the other side.



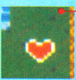




Jump on the upper-right Tile in this room to uncover the Switch that opens the Gate.



MAGIC ITEMS

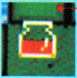


SMALL HEARTS

- Life-replenishing single Small Hearts are left after some enemies have been defeated.

STARS

- Stars also appear after some enemies are beaten. Collect five to earn a Small Heart.

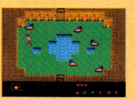


POTIONS

- Fill Hearts when your Life Meter is low by using this powerful medicine.

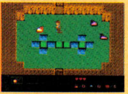
GET THE RIGHT ANGLE

Jellies move left and right. Approach them from below and knock 'em out.

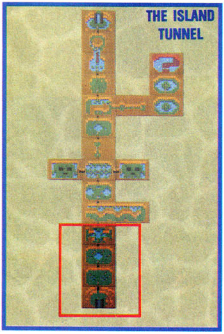


SEEK SAFETY

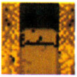
Jump to an outer Tile and wait for Jellies to come to you.



ENTRANCE



TUNNEL TRAPS AND TOOLS

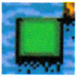


GATE

Many of the Tunnel Rooms are separated by Gates. You can open them by finding a Switch or by defeating the right enemies.

HIDDEN HOLE

Like Gates, Hidden Holes open after a Switch has been hit or enemies have been beaten. They blend into the wall before they're opened.

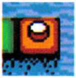


TILE

Tile hopping plays a big part in underground exploration. Some Tiles can be used as safe spots and some trigger items and Switches.

FOOTPRINT

When you hit a trigger Tile, a Footprint will appear. It's important to know when you trigger something out of sight.



SWITCH

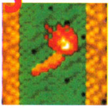
Once you've uncovered a Switch by hitting the right Tile, you can use it to open a Gate, Hidden Hole or Treasure Chest.

TREASURE CHEST

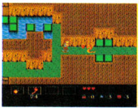
Special items are often kept in Treasure Chests. You'll have to find and trigger the correct tiles to open them.

SPECIAL WEAPON

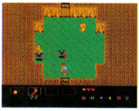
FIRE



Fling this flame to light up enemies from far away. It'll come in handy in the final encounter in this first Tunnel.



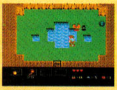
Toss the Fire to beat enemies at a distance before they close in.



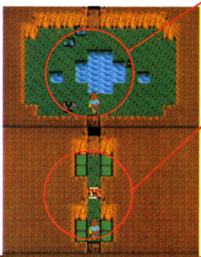
Just like the Yo-yo, Fire can be used vertically and horizontally.

STOP MOTION ATTACK

Noctos move quickly and unpredictably. Take cover as they fly across the room. Then hit them when they stop momentarily.

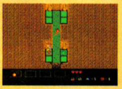


Wait until the Noctos stop. Then give them a piece of your Yo-yo.

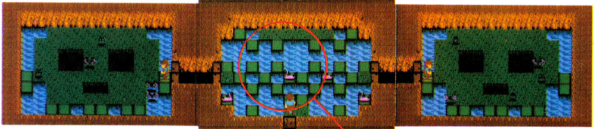


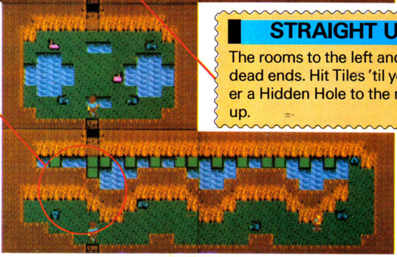
NO KEY NEEDED

The only way to move to the top half of this room is to open the Treasure Chest that blocks the way. Hit the Tiles to trigger the Treasure.



Open the Treasure Box, collect the Fire inside and move on!



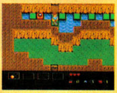


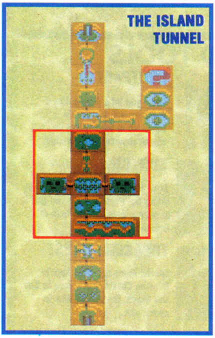
STRAIGHT UP

The rooms to the left and right are dead ends. Hit Tiles 'til you uncover a Hidden Hole to the next room up.

WORK AROUND

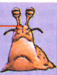
Walk to the right in this Rattus-filled room. Then Tile hop to the left.





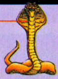
ENEMIES

JELLY

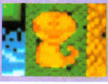


The slowest of the tunnel dwellers is no match for the fast Island Yo-yo. Take them out before they have a chance to catch you off guard.

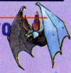
LOOPER



As soon as these snake-like creatures see you, they'll charge. Get ready!

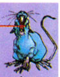


NOCTO

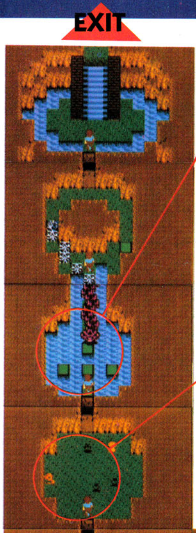


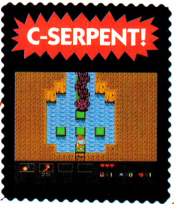
The winged Noctos stop to rest after flying. That's your cue to strike.

RATTUS



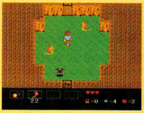
These fast movers change directions quickly. Stand back and let them come toward you. Then let 'em have it before they scurry away.

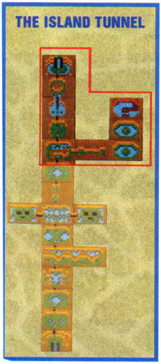


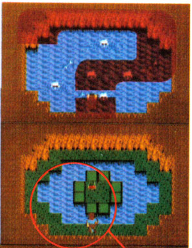


MIXED COMPANY

There are both Noctos and Loopers in this room. Try to beat the Noctos without crossing the Looper's trail.

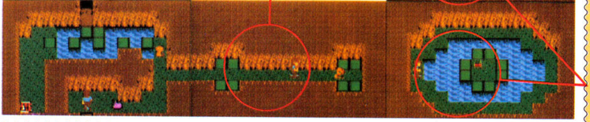






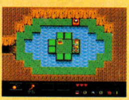
NO ENTRY

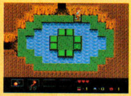
A Tile on the left opens the Hidden Hole on the right.



POTION POWER

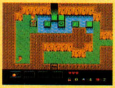
Hidden Holes lead to Potions. Don't enter the room above, as it holds certain doom.

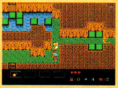




SURPRISE ATTACK

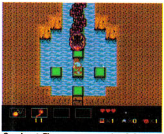
A Looper makes a bee-line for you as soon as you enter. Plan for an attack and swing the Yo-yo out to the right.



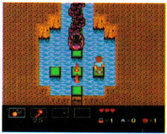


TAKE ON THE C-SERPENT!

The huge C-Serpent blocks the exit of the Island Tunnel. Save the Fire for your encounter with this creature. When the C-Serpent opens its mouth, hit it with flames, then jump out of the way when it counters. Next, get ready for another attack.

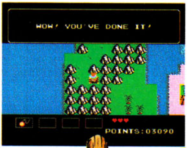


Send out Fire as soon as the C-Serpent opens its mouth.



Jump to the side to avoid the Fireballs.

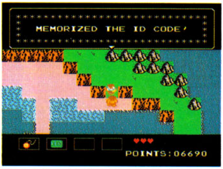
FIND HELP IN THE LABORATORY!



WOW! YOU'VE DONE IT!

You've cleared the Island Tunnel! Points totaled depend on your performance.

Now that you've made it through the Island Tunnel, you'll find Dr. J's laboratory and meet his assistant, Baboo. He'll tell you what he knows about recent events in the night sky and their connection to Dr. J's disappearance.

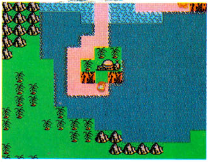


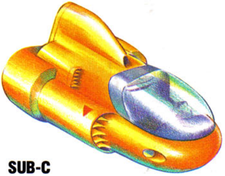
MEMORIZED THE ID CODE!

Baboo is just outside the lab. Talk to him before you enter.

LABORATORY

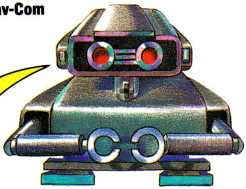
Dr. J's laboratory is equipped with all of the latest in tropical archeologist gear, including the amazing Sub-C. This super cool mini-sub cruises quickly and has the capacity for other useful features, if you can find the access codes. The Sub-C's on-board robot, Nav-Com, will help you get to where you're going.



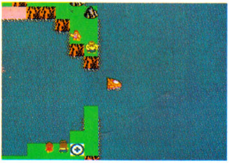


SUB-C

Nav-Com



Nav-Com here, reporting for duty. As you discover the access codes, I will be able to activate the Sub-C's auto detection and submergible systems. I recommend an easterly direction to begin.

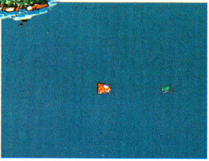


Set sail in the high-tech Sub-C on your adventure to find Dr. J.

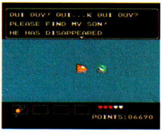
#2 DOLPHINS

SEARCH FOR A LOST DOLPHIN

On the open sea, you'll find a distressed dolphin whose cub has been captured by the tentacled terror, Octo the Huge. If you save the young dolphin, the mother will assist you in your journey.



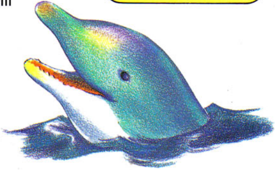
A mother dolphin approaches. She seeks your help.



QUI QUY! QUI...K QUI QUY?
PLEASE FIND MY SON!
HE HAS DISAPPEARED

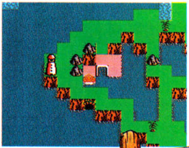
The young dolphin has been captured by Octo the Huge. You'll find Octo to the east.

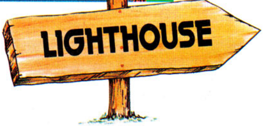
Qui! Quy! Please! You're my only hope. Octo the Huge has captured my cub. You've got to find him before it's too late!

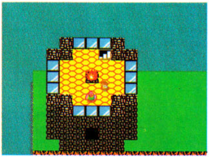


LIGHTHOUSE ISLAND

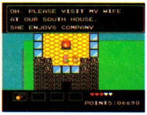
The maze-like Lighthouse Island has hidden passages both above land and below. You'll have to explore carefully to find a way to Octo's underground lair. Talk to the residents for clues.





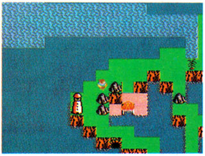


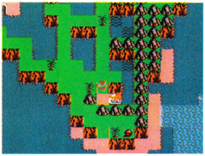
The Lighthouse Keeper knows a lot about the island, but he's not very talkative. When you speak to him twice, he will reward your persistence by telling you an island secret.



OH, PLEASE VISIT MY WIFE
AT OUR SOUTH HOUSE.
SHE ENJOYS COMPANY.

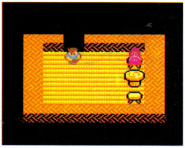
Talk to the keeper of the Lighthouse for clues about island exploring.





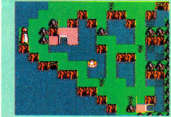
There are hidden passages in the island waters. Test the walls by hitting them with the Sub-C.

You'll find the wife of the Lighthouse Keeper in their home near the south beach. Talk to her for clues about a hidden passage on land.

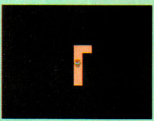


The Lighthouse Keeper's wife will tell you about a bottle that she saw on the east beach. This could be a clue.

WALK THROUGH WEAK WALLS



Look for bubbles while searching for underwater passages.

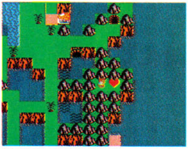


Push against land barriers to see if you can go through.

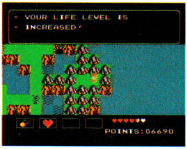
A good explorer tries everything. If you push up against barriers, you might discover a way to get to remote areas of the island.

PASSAGE TO A BIG HEART

Before you enter Octo's lair you'll want to be ready for a serious battle. The Big Heart on the island will add to your energy and let you last longer in the fight. Then, look for a hidden passage.



One of the mountains is not as solid as it looks. Somewhere near lies a secret passageway to a Big Heart!

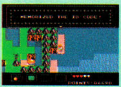


YOUR LIFE LEVEL IS
INCREASED!

Collect the Big Heart and add to your energy meter.

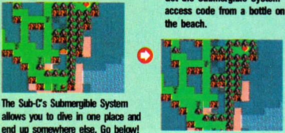
MESSAGE IN A BOTTLE

After you talk to the Lighthouse Keeper's wife and find a passage to the east beach, you'll recover a bottle with a message from Dr. J. The message includes a code for the Sub-C.



MEMORIZED THE ID CODE!

Get the Submergible System access code from a bottle on the beach.



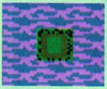
The Sub-C's Submergible System allows you to dive in one place and end up somewhere else. Go below!

OCTO'S LAIR

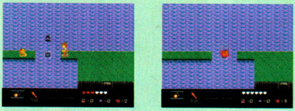
Mud-o-Fish, Spinistars and other slimy creatures occupy Octo's hole. Blaze a trail with the Yo-yo and burn those creeps with a blast of power. The fight really begins here. Stay on your toes.

TUNNEL TRAP

UP/DOWN TILE



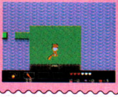
A few tricky Tiles move in and out of the water. Avoid getting dunked by hitting these Tiles only when they're dry. As soon as you see them emerge, jump and jump again.

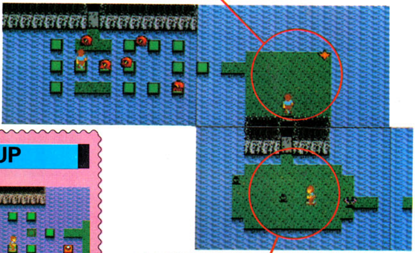


If the Tile is on its way down, don't jump!

SWING AND CONNECT

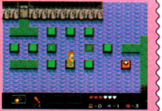
Its hard to line up the Yo-yo with the Spinistar. Use the Bat to wipe it out.

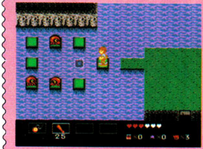




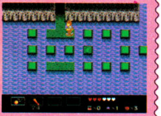
HIT THE PRINT AND BACK-UP

Advance toward the Gate and eliminate Octots if they get too close. When you hit the Tile in the middle, a Footprint will appear with no visible Switch. Move back to the right, though, and you'll find the Switch. Hit it and move on.





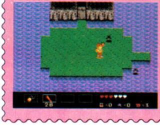
Wait for the Up/Down Tile to emerge and plan your jump so that the next Tile is clear of Octots.



Back-up to reach the Switch and you'll eliminate the Gate.

PINCH HIT

Knock some sense into the Noctos in the room with a few well placed swings.

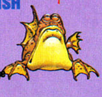


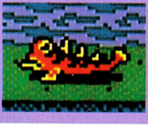
Use the Bat to hit the bats, but go easy and save your swings.

ENEMIES

MUD-O-FISH

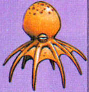
This slimy being takes a cue from its ancestors and crawls out from the water to cause havoc.

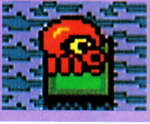




OCTOT

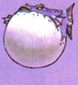
While the Octots are fairly slow and simple to defeat, they do tend to gang up and attack as a group.

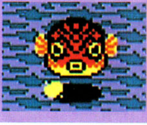




PUFF

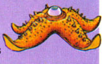
This mighty blowfish is always out of reach. Move quickly when you see it and avoid the fireballs.

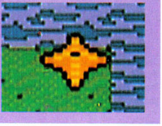




SPINISTAR

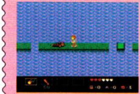
The unpredictable movement of the sinister Spinistar makes it difficult to get around. Watch out for this one!

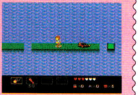




DUAL MUD-O-FISH ATTACK

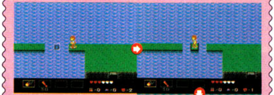
While you're fighting one Mud-O-Fish, a second will emerge from the other side. Work quickly and watch out.

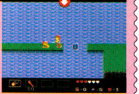




LOOK BEFORE YOU LEAP

If you jump as soon as you reach this area you may be surprised by a charging Looper on the other side. Wait until the Looper starts to slither away before you move.

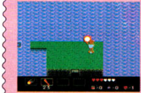


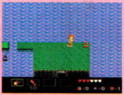


Wait for the Looper to retreat, jump when the Tile is up and get ready to fight the Looper when you land.

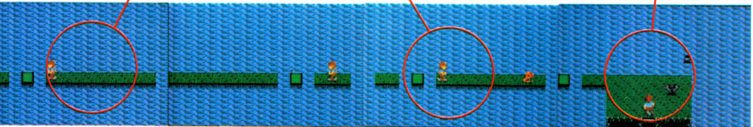
KNOCK OUT THE NOCTOS

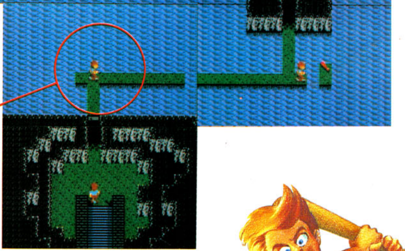
Several Noctos attack at once here. Wait until they stop moving before you fight or use the Bat. It may pay-off to save your swings.





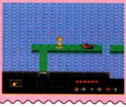
Use the Yo-yo or Bat to beat the Noctos.

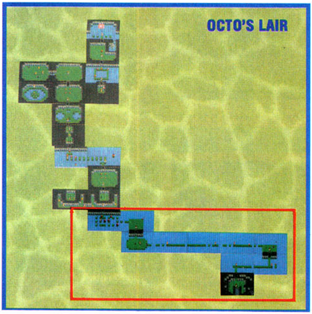




MUD-O-FISH FILLET

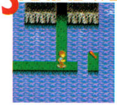
When you walk about halfway on this narrow lane, a Mud-O-Fish will crawl onto the surface. Hit it with two quick Yo-yo lashes.



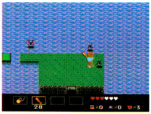


SPECIAL WEAPON

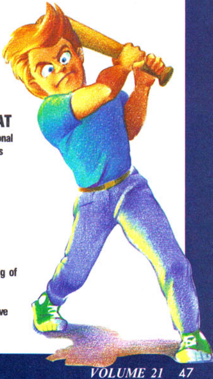
BASEBALL BAT



Swing away with a sensational enemy-swatting weapon. It's slow but strong.

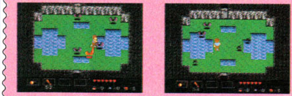


The circular swing of the Bat is very effective against enemies that move diagonally.



LUCKY PICK

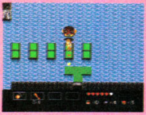
Sometimes you'll have to defeat all of the enemies in a room to open a Gate or Hidden Hole. Occasionally, though, you'll have to beat only one key creature to move on.



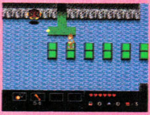
Defeat the right enemy to clear the way.

HOP TO SAFETY

This long stretch is prime Puff territory. There's no way to beat Puff. Hop to the end quickly and jump over Puff's powerful fireballs. Defeat Octots to open the Gate.



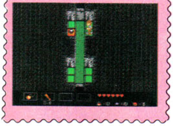
Puff's shots are low. Jump to avoid them.

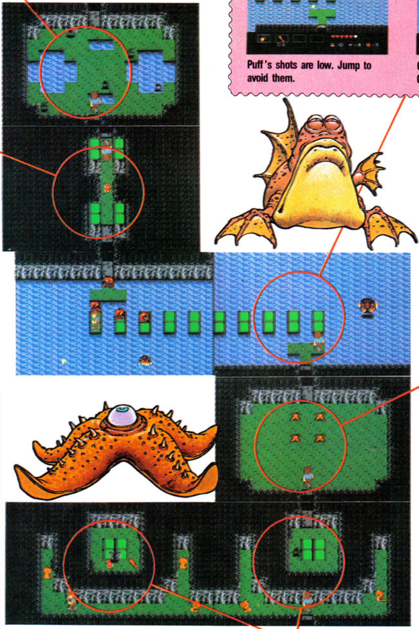


Clear the area of Octots and the Gate will open.

TROUBLE FREE POWER-UP

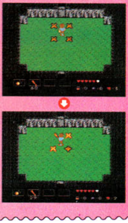
The Double Small Hearts in this room are yours for the taking. Hit Tiles to open the Gate.





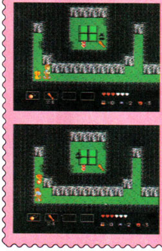
SINGLE SWING STRIKE OUT

Before you enter this room, equip yourself with the Bat. Then run in and head straight for the Spinistars. Before they can move in on you, swing and defeat them all with one quick roundhouse sweep.



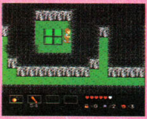
LURE LOOPER

The only way to get the Looper to slither out of its hiding place is to cross its path. Step in, then step back and swat it with the Yo-yo when it approaches.

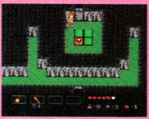


STUDY THE GROUND FOR A SECRET PASSAGE

Make it to the Gate by moving all of the way to the left side and entering a secret passage that leads to the right. You'll find the entrance to the passage by looking on the ground for shadows.



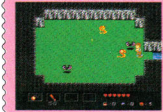
Collect the items and jump on the Tiles to reveal a Footprint.



The Footprint in the left area triggers the Switch in this area.

HIT IT QUICK

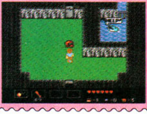
The Looper that charges when you enter this room triggers the Gate. Beat it and move!



Clear the way by hitting the charging Looper.

THE DOLPHIN!

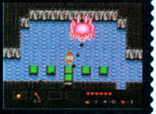
The captive boy dolphin is here. Defeat Octo and free it.



NOTHING!

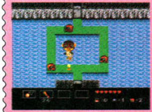
The room is empty. Move on to the left.

OCTO THE HUGE

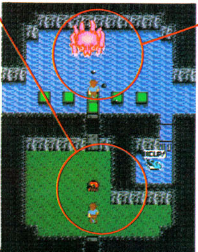


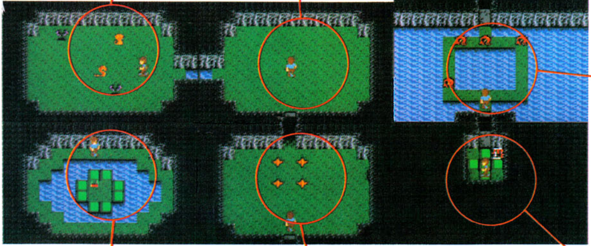
CLOSE QUARTERS

Eliminate the Octots and avoid the fierce fire of Puff. There's not much room to move, so think fast.



Try to conserve energy. The big battle is still to come.





LIFE SAVER

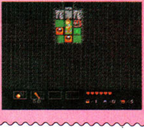
Take the Potion and hit Tiles to find the exit on the right. Then keep moving to save the dolphin.

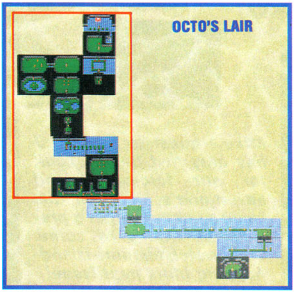
CIRCLE LEFT

Before you enter the secret passage on the right wall, go around this circle of rooms to get the Potion.

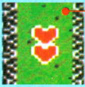
GET THE TREASURE

Hit all of the Tiles to open the Gate and get the useful Snowman Doll.





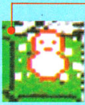
MAGIC ITEMS



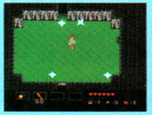
DOUBLE SMALL HEARTS

While single Small Hearts sometimes appear after enemies have been defeated, groups of two are intentionally scattered throughout tunnels to add to your energy meter. Perhaps Dr. J left them.

SNOWMAN DOLL

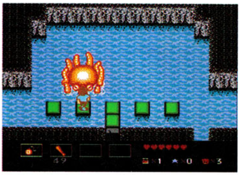


The only place that you'll find the mysterious Snowman Doll is in Octo's Lair. Use its magic to temporarily freeze your enemies. It's particularly useful to keep Octo in place.

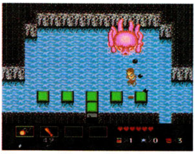


SHAKE HANDS WITH OCTO

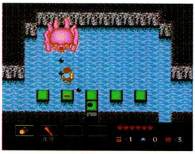
The incredible eight-legged terror, Octo the Huge, has taken a cue from his squid relatives by arming himself with rapid-fire Ink Pellets. Most of the time, Octo is safely out of Yo-yo range. Occasionally, though, he swims in for a closer look. Jump over the Ink Balls, but don't stray too far to the left or right. Then, when Octo swims in, freeze him with the Snowman Doll and pelt him 'til he thaws.



AVOID THE INK BALLS!

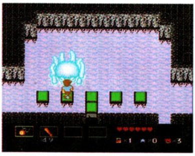


Take your position on a Tile in the middle.

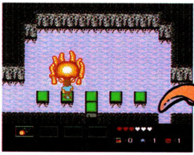


If Octo is about to move in, stay close.

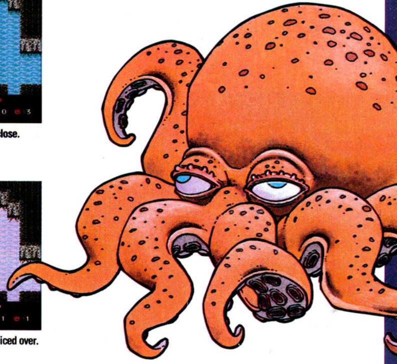
FRY FROZEN OCTO



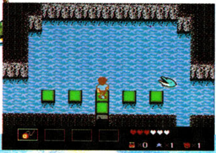
Use the Snowman Doll to freeze Octo when he's in Yo-yo range.



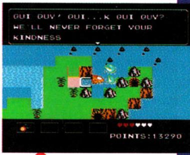
Knock the Ink out of Octo when he's iced over.



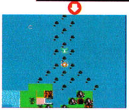
THE DOLPHIN'S BEEN SAVED!



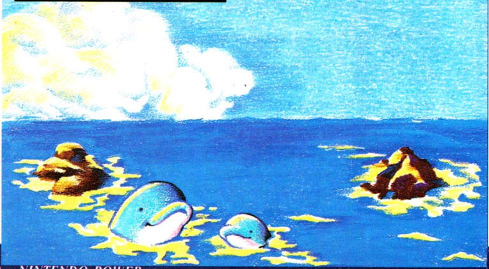
Now that the terrible menace, Octo, has been put to rest, the young dolphin can join his mother and you can continue on your journey to save Dr. J. In appreciation of your courage, the mother dolphin will guide you around the reefs of Lighthouse Island.



QUI QUY' QUI...K QUI QUY?
WE'LL NEVER FORGET YOUR
KINDNESS



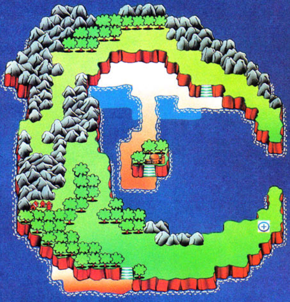
The dolphins lead the way through the reef.



Mike's quest to find Dr. J has only just begun. Look for our fold-out island adventurer's atlas (on this issue's poster) to get a preview of what's to come. Then watch for more island-hopping hints next issue!

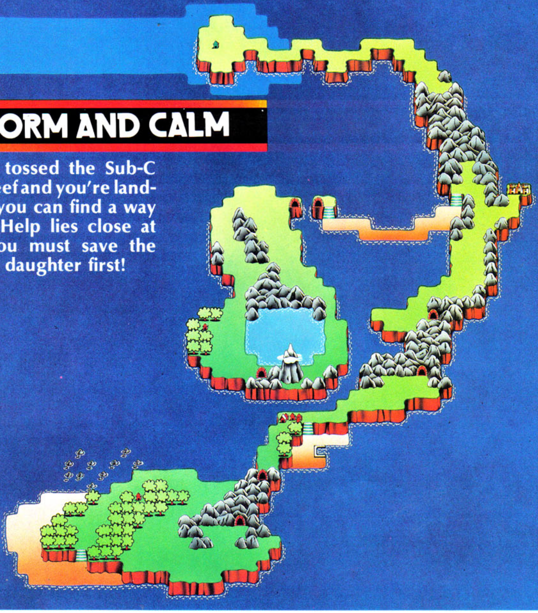
#1 PRELUDE

Your summer vacation has taken an interesting twist. Your uncle, Dr. J, has mysteriously vanished! After you ask villagers for information, explore the island and find Dr. J's lab.



#3 STORM AND CALM

A storm has tossed the Sub-C into a coral reef and you're landlocked until you can find a way to repair it. Help lies close at hand, but you must save the island chief's daughter first!



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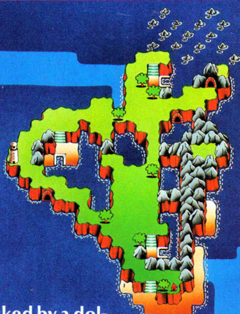
StarTropics™

Study this map while reading the reviews in Volumes 21 and 22 of Nintendo Power.

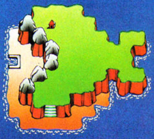
2 DOLPHINS

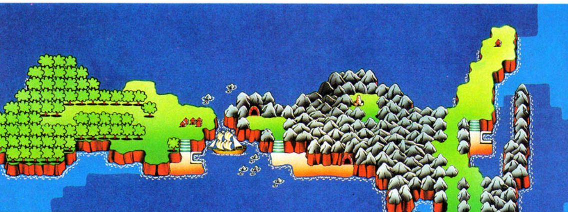


u're asked by a dol-
in to rescue her
 from Octo the
ge. If you help her
u'll be well re-
rded.

#4 CONFESSION

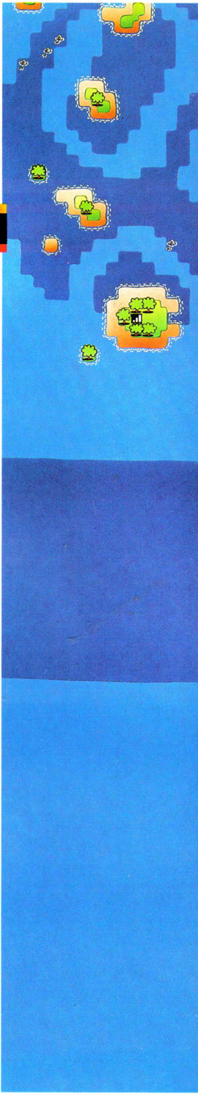
On this uniquely-shaped island you'll meet Dr. J's assistant. Be sure to talk to him because he'll give you some important information.

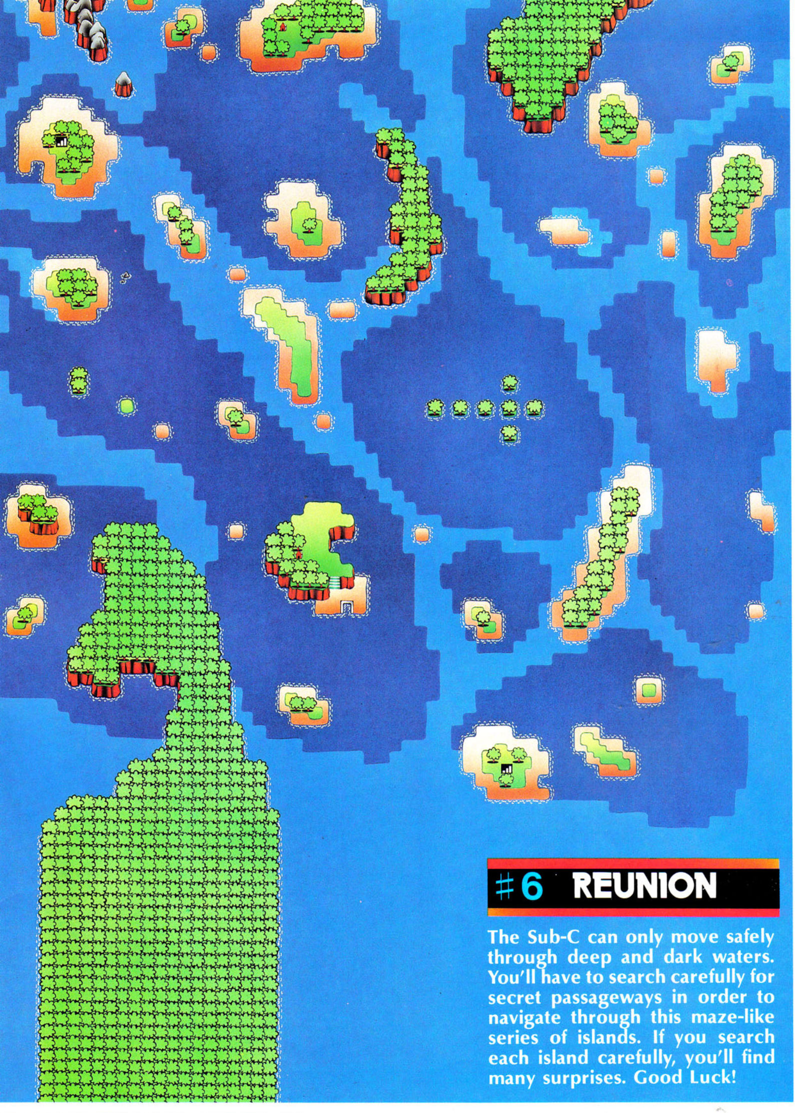




5 CAPTAIN BELL

tain Bell's ship is blocking a straight
ough this island. This ancient ship
 take you where you want to go, but
 must get Captain Bell's parrot to
 to you first.





#6 REUNION

The Sub-C can only move safely through deep and dark waters. You'll have to search carefully for secret passageways in order to navigate through this maze-like series of islands. If you search each island carefully, you'll find many surprises. Good Luck!

METAL STORM™

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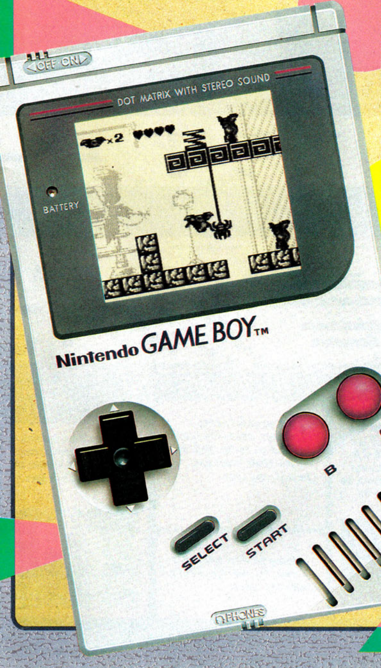
NINTENDO POWER™

SPECIAL FEATURE

GAME BOY™

An all new game based on the adventures of Gizmo the Mogwai and his Gremlin offspring gets feature coverage in this issue's focus on the Compact Video Game System. There's also a comparison of three new basketball games, a list of all of the latest releases and a look into the future.


OFF ON
DOT MATRIX WITH STEREO SOUND
BATTERY
Nintendo GAME BOY™
A
B
SELECT
START
PHONES

Nintendo GAME BOY™

GREMLINS 2

Nintendo GAME BOY™
CHALLENGE
GAME BOY
NBA

NBA All-Star Challenge

Now Playing And Coming Soon

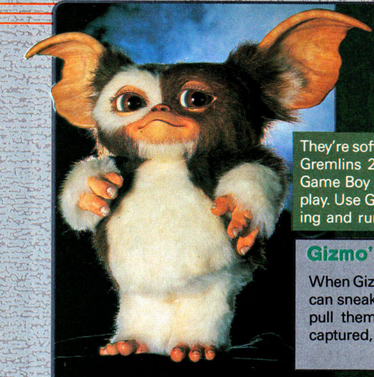
Nintendo GAME BOY™

Double Dribble 5 on 5

Nintendo GAME BOY™
IN YOUR FACE
GAME BOY

In Your Face

Classified Tips and the Game Boy Top 10!

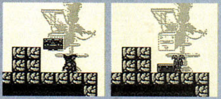


GREML

They're soft and cuddly, small and furry, and they're allergic to H_2O. They're Gremlins 2: The New Batch from Sunsoft, and you can find them on a Game Boy screen near you. Guide Gizmo through four vigorous levels of play. Use Gizmo's special items to prevent the evil Mogwai from multiplying and running amok in the Clamp Centre.

Gizmo's Special Box

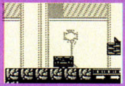
When Gizmo hops into this box, he can sneak up on his evil twins and pull them in. Once they've been captured, they stay locked up.



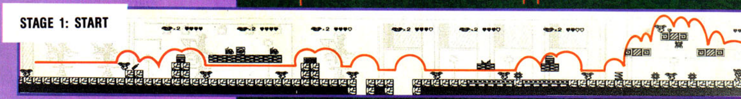
Gizmo can hop inside for an easy ride!

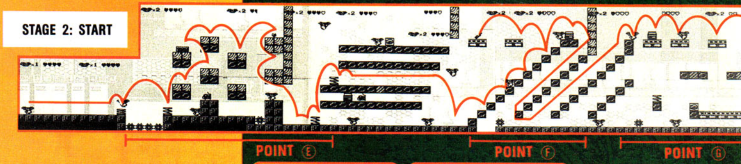
Whoa! Stage one really starts off with a bang. Grab the pencil and bounce to the right. Find the Boom Box and get a powered-up musical note. When you reach the checkpoint, watch out for the killer tomatoes!

A Jump into Gizmo's Special Box and scamper to the right. While inside the box, Gizmo is virtually invincible!



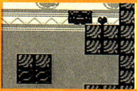
B If you take the high road, you can get a heart to refill your life meter. When you drop, watch out for the spiked floor.





Grab Gizmo's Box early or you'll have a rough time of it! If you can reach the end of stage two, you'll face a very angry mama bat.

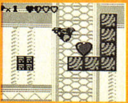
E Even though you may be in a rush here, you should take time to grab the pencil. If you don't, the bat at the end of the stage will make sure that your adventure ends. Don't collect the boom box until you have the pencil.



F Hop across the moving conveyor belts to save some time, and get another boom box for your efforts. Watch your footing as you cross!

G Taking the upper path here is wise. The lower route leads to spikes and spiders.

H Riding these platforms requires precise timing, but if you make it across all three, you'll score a giant heart!



iNS 2™

Gizmo's Goofy Gadgets

Gizmo can use three special tools to defeat the evil Gremlins. The pencil, boom box and glove all can be used to stop your gruesome buddies in their tracks.

Boom Box

When you grab the boom box, you get a magical musical note that can be hurled at foes.

Pencil

The pencil is your main weapon. Use it for close range attacks.

Glove

When you jump on the box, a glove flies out and strikes whatever is in its path.

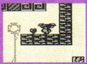
Fill 'Er Up

Collect these hearts to recover lost energy!

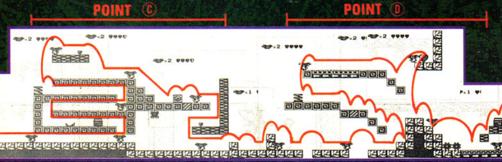
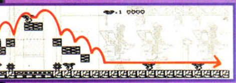
Heart

Big Heart

C If you're low on energy, take the high road to gain two hearts. After all, two hearts are better than none!

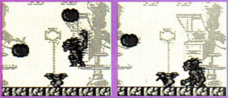


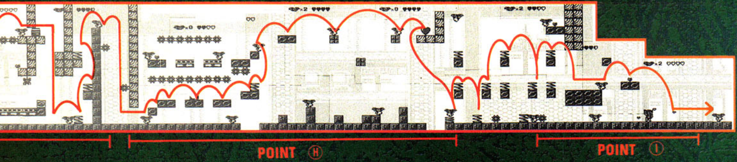
D Once again, the lower path is shorter, but the upper road leads to sweeter rewards. Be sure to get the big heart.

Killer Tomatoes Attack!

Let the first barrage of fruit bounce over your head, then grab your Pencil and erase the charging Gremlin.

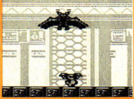




I This cutie will lure you with her kisses. She'll try to prevent you from reaching your goal.

This Guy Will Drive You Batty!

As soon as you enter this bat's domain, it will swoop down on you. Scratch it with your pencil, then stand in the corners and jump over its babies.

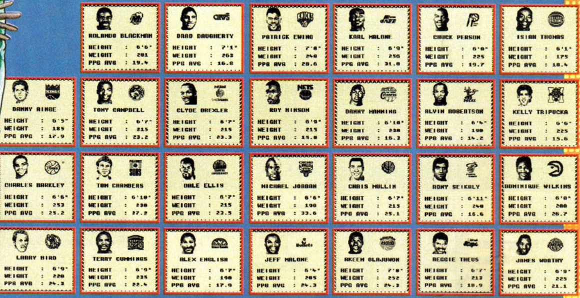


Is there any way to keep the evil Mogwai from totally destroying Clamp Centre, or is the effort futile? Is Gizmo destined to be the subject of a cruel genetics experiment, or will he escape that frightening fate? Take control of the only remaining Gremlin without an attitude problem, and rid Clamp Centre of its menace.

ROUND BALL R

From school gymnasiums to NBA arenas, courts everywhere are heating up with rim-rocking action. Now you can take all of the excitement of high-flying hoops wherever you go with three new B-Ball games. Take a look at the dream match-ups of NBA All-Star

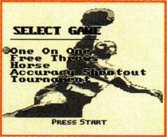
NBA All-Star Challenge



Player	HEIGHT	WEIGHT	PPG AVG
ROLANDO BLACKMAN	6'6"	201	19.4
BRAD DAUGHERTY	7'1"	263	16.8
PATRICK EWING	7'0"	240	28.6
KARL MALONE	6'9"	256	31.0
CHUCK PERSON	6'8"	225	19.7
ISIAH THOMAS	6'1"	175	18.4
DANNY AINGE	6'5"	185	17.9
TONY CAMPBELL	6'7"	215	23.2
CLYDE DREXLER	6'7"	215	23.3
ROY HINSON	6'9"	215	15.0
DANNY MANNING	6'10"	230	16.3
ALVIN ROBERTSON	6'4"	190	14.2
KELLY TRIPUCKA	6'6"	225	15.6
CHARLES BARKLEY	6'6"	253	25.2
TOM CHAMBERS	6'10"	230	27.2
DALE ELLIS	6'7"	215	23.5
MICHAEL JORDAN	6'6"	198	33.6
CHRIS MULLIN	6'7"	215	25.1
RONY SEIKALY	6'11"	240	16.6
DOMINIQUE WILKINS	6'8"	200	26.7
LARRY BIRD	6'9"	220	24.3
TERRY CUMMINGS	6'9"	235	22.4
ALEX ENGLISH	6'7"	190	17.9
JEFF MALONE	6'4"	205	24.3
AKEEM OLAJUWON	7'0"	252	24.3
REGGIE THEUS	6'7"	213	18.9
JAMES WORTHY	6'9"	225	21.1

Hot Shot Hoopsters Take To The Courts

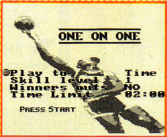
The biggest names from every NBA team compete for honors in NBA All-Star Challenge from LJN Toys. Choose from a Who's Who list of current players and take part in five challenging events. Even with All-Star skills, you'll need a lot of practice before you're ready for the Hall of Fame.



SELECT GAME

- One On One
- Free Throws
- Horse
- Accuracy Shootout
- Tournament

PRESS START



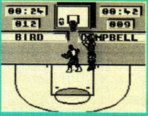
ONE ON ONE

Play to Time
Skill level 1
Winners outs NO
Time Limit 02:00

PRESS START

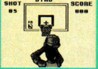
One On One

Pick your favorite NBA player and Game Link with a friend, or take on a computer controlled opponent in a dream match of break and shoot skills. Even if you control a seasoned pro and take on a rookie hot-shot, you're still in for a challenge. Make every shot count.



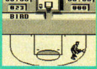
Free Throws

Hit or miss–a cursor floats near the basket and you choose when to shoot.



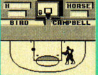
Accuracy Shootout

In a race against the clock, hit the basket from different positions.



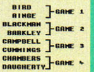
Horse

This classic shot-for-shot game is the perfect way to match accuracy with another player.



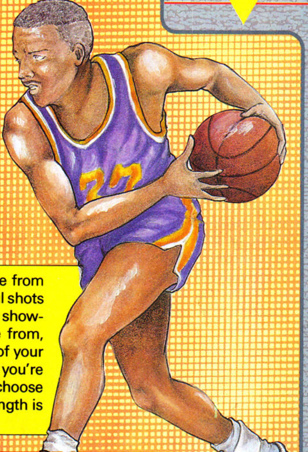
Tournament

Control four players in a single elimination fight to the top of the One On One Heap.



BIRD
AINGE]-GAME 1
BLACKMAN
BARKLEY]-GAME 2
CAMPBELL
CUMMINGS]-GAME 3
CHAMBERS
DAUGHERTY]-GAME 4

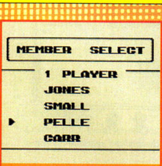
OUNDUP



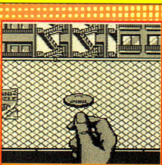
Challenge, the no-frills street game of In Your Face and the teamwork challenge of Double Dribble 5 On 5. They're all on the way for Game Link play on the Compact Video Game System.

IN YOUR FACE

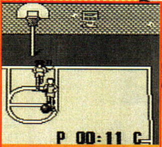
The real street game just requires a hoop and a ball. In Your Face from Jaleco is B-ball pared down to the basics: no three-pointers, no foul shots and no time outs. Play One-on-One or Two-on-Two in a half court showdown of speed and accuracy. There are four players to choose from, though they don't possess individual skills. This is strictly a test of your own abilities to drive down to the hoop and toss it in or pass it off. If you're big on boards and can hit the basket with every possession, choose Winners' Outs. Or, take Losers' Outs for a closer match. Game length is set by point or time limits.



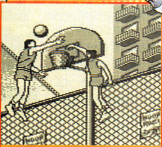
The game takes place strictly on the bricks and blacktop.



Choose from four no-names in One-on-One or Two-on-Two matches.

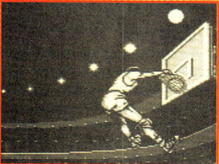


Work your way down court and try to set up a score.

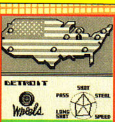


A spectacular scene follows slam dunk attempts.

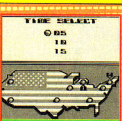
DOUBLE DRIBBLE 5 ON 5



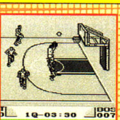
Konami's NES classic, Double Dribble, is faithfully translated into the portable format with this face-off of eight fictional teams. It may seem a bit much to fit ten players into the Game Boy screen, but the players are just the right size and they move very smoothly. Each team has its own strengths and weaknesses. Choose your plays and strategies according to the abilities of your players. Then block, pass and shoot your way to victory.



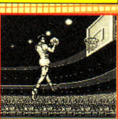
Choose from eight teams. Each has strong and weak points.



Make it a quick game or a test of endurance.



The players with numbers are controlled by you and your opponent.



The spotlight is on the jump to the hoop. Slam!

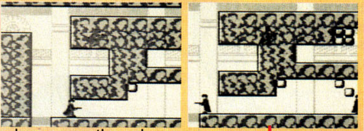
Game Boy Classified

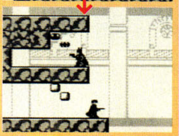
BATMAN

From Agent #345

Special Item Shortcut

Batman's battle through the Museum in Stage 2-3 includes a difficult, if not impossible, jump up to an area (pictured below) that contains two special items. An easy way to get to this area is to jump up to the area before it and then leap through a weak spot in the wall. By taking this shortcut through the wall, you'll also be able to avoid several of the Joker's henchmen below.





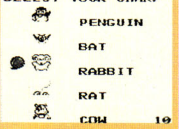
Jump up through a weak section of the wall in Stage 2-3. Then walk over to a couple of otherwise hard-to-get items and avoid some enemies at the same time.

PENGUIN WARS

From Agent #206

Round Select

There are ten rounds to this test of speed and accuracy. As the rounds progress, the opponents become faster and more difficult to beat. Here's how you can choose any round from the very beginning. When it's time to select your character, move the cursor to your character choice. Then press and hold Left on the Control Pad and the B Button. Next, press the A Button and the round number will appear on the screen. Press Up and Down on the Control Pad to change the number and press the Start Button to begin on the selected round.



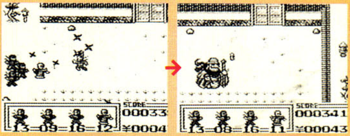
Start your game on the final round!

MERCENARY FORCE

From Agent #865

Monk Move

Every fighter in your group has a special ability you can use as a last ditch attempt to blast through a tough situation. Our Agents have found that the special power of the Monk can be used to altogether skip a fight with any stage leader. When you approach the end of the stage, make sure that you have your Monk in the lead position. Then when the stage leader music begins, press the A and B Buttons at the same time. The Monk's special power will activate and the stage leader will not show up. After a few seconds, the next stage will begin. This move does make your Monk disappear, so make sure that you have enough coins to hire another fighter before you attempt it.



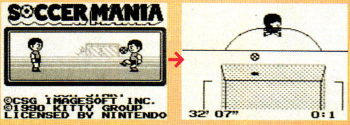
Activate the power of the Monk when the music changes and approach the end of the stage with no stage leader.

SOCCER MANIA

From Agent #405

Invisible Opponents

Add an element of unpredictability to your game by making your opponents invisible. At the Title Screen, press Up, Up, Down, Down, Left, Right, Left and Right on the Control Pad. Then press the B Button and the A Button. When you press Start to begin, the other team will blend into the background. They'll still be there. You just won't be able to see them.



Enter the code and line-up with invisible opponents.

NOW PLAYING

Title	Company	Play Info	Power Meter G	P	C	T	Game Type
Battleship	INTV	GL	3.4	3.6	3.1	3.3	Battle Strategy
Chase HQ	Taito	1P	3.2	3.1	2.9	3.1	Driving
The Game of Harmony	Accolade	1P	2.7	2.5	2.4	2.8	Puzzle Action
Gremlins 2	Sunsoft	1P	3.9	3.4	3.6	3.6	Sci-Fi Adventure
In Your Face	Jaleco	GL	3.3	2.9	2.9	3.2	Basketball
Jeopardy!	GameTek	GL	2.9	2.9	2.7	2.9	Game Show
Mousetrap Hotel	Milton Bradley	1P	3.2	2.6	2.6	2.8	Action Chase
NBA All-Star Challenge	LJN Toys	2p-S	3.5	3.6	3.4	3.7	Basketball
Power Mission	NTVIC	GL	3.2	2.8	3.0	3.3	Battle Strategy
Solomon's Club	Tecmo	1P	3.3	3.4	3.7	3.7	Puzzle Action

Game Boy Chart Key:

1P=One Player
GL=Game Link-Two Players

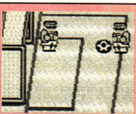
G=Graphics and Sound
P=Play Control
C=Challenge
T=Theme and Fun

Games are evaluated with ratings from 1 (poor) to 5 (excellent).

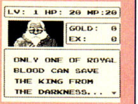
COMING SOON

A few NES releases from Nintendo are being developed for Game Boy this year. Look for Game Boy versions of Nintendo World Cup and the popular racing game, R.C. Pro-Am. More Nintendo classics may make their way to Game Boy soon.

Role-playing fans will be happy to see that FCI is working on Ultima for Game Boy. The NES Ultima titles are faithful adaptations of particular installments from the popular Ultima PC series. Game Boy Ultima, though, will only loosely follow story lines from past Ultima adventures. The role playing adventure from Kemco/Seika is now called Sword of Hope. It should be out in the next few months.


Nintendo World Cup

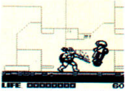
Parker Bros. is working on a Game Boy version of Monopoly. If it's like the NES adaptation, it'll be one to watch for. Game Boy releases from Capcom this year include Mickey's Dangerous Chase and a Game Boy adventure for Mega Man! It's about time!


LV: 1 HP: 20 MP:20
GOLD: 0
EX: 0
ONLY ONE OF ROYAL
BLOOD CAN SAVE
THE KING FROM
THE DARKNESS... ▾

Sword of Hope

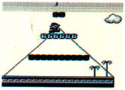
GAME BOY TOP 10

1 Teenage Mutant Ninja Turtles



The turtles leap to the top of the heap! Cowabunga! Check out the cool TMNT tips in Classified Information on page 34.

2 Super Mario Land



Down but not out, Mario's Game Boy adventure finally gives up the top spot. Our favorite mushroom munching hero marches on!

3 Final Fantasy Legend

This tower leads
to Paradise.

The Top 3 at last. This fantastic role-playing adventure slowly, but steadily, is working its way to the top. A sleeper hit to be sure!

4. Tetris
5. Dr. Mario
6. Gargoyle's Quest
7. Batman
8. Qix
9. Castlevania—The Adventure
10. Double Dragon

The Game Boy Top 10 is determined by rankings from Nintendo Power readers, Game Boy retailers and the Pros here at Nintendo HQ. To vote on your favorite Game Boy games for a future edition of the Game Boy Top 10, fill out the Game Boy section of your Players' Poll entry and send it in!

NEXT ISSUE:

OPERATION C
and
THE RESCUE OF PRINCESS BLOBETTE

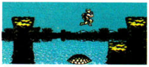
Magician™

Mystery In A Realm Of Magic

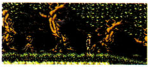
From the village of Serenna to Abadon's Castle, the land of Merlwood is a place for magic and magicians. Don't be surprised to meet a talking tree or a baby dragon; it's all part of this spellbinding adventure created by Taxan. The story is about young Paul, an apprentice magician, who one day sets off alone to rid Merlwood of Abadon's evil. All he knows is that he must collect four Vials to create the Ultimate Potion—the bane of Abadon! Why does he choose such a dangerous path? Perhaps it was destiny, or maybe he just had too much Goat's Milk that day. Or it could have something to do with the fact that Magician, unlike most RPG Adventures, allows you to proceed in just one direction. But if the direction of Paul's quest is clear, the puzzles along the way are a cunning collection of smoke and mirrors. Riddles! Mazes! Hidden chambers! Magician has as many secrets as Houdini. And the magic is what it's all about. Paul must master the use of more than 30 potent spells in order to fight and fly and flee and even fall toward his final confrontation with Abadon. They say that with magic, anything is possible. Now we believe it.

More Than Adventure

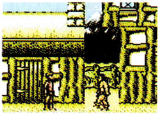
Magician defies traditional game categories. Many elements are straight out of role playing—levels of achievement, provisioning yourself with food and water, talking to everything in sight, etc.—but you can also fight and move as in an action game and there are mazes to solve, as in a puzzle game. So what is Magician? How about simply calling it fun.

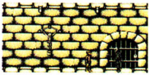


Jumping with the agility of a mountain goat is what you'll need to do to get through the Lake Stage.



Sharpen your wits before entering the Forest. Not all you see is what it appears to be!





The Dungeon holds treasure and danger. Is another Bag of Coins really worth the effort?

GAME PAK · DATA BOX		
MAGICIAN		
TAXAN USA CORP.		
MEMORY	1M × 1M	
	MMC3	——
POWER METER		
Graphics & Sound	3.6	
Play Control	2.8	
Challenge & Lasting Int.	3.8	
Theme & Fun	3.8	

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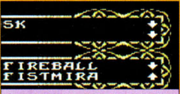
Man Does Not Live By Magic Alone

Even in a world ruled by magic there are bare necessities. Eating your Veggies is just one. As time passes, you'll get hungry and thirsty. Stock up on food and water in towns along the way. In many places you can buy Spell Scrolls, which may come in handy.

For big appetites, Chicken and Ham are available, but Vegetables are the best value.

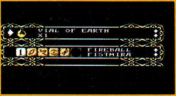
A Flask holds five drinks of water. Ration it carefully and fill up every chance you get.



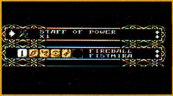
Buy only those spells that you want to use with the B Button, like the spell of Fireball.

Magical Mystery Tools

Magic takes many forms in Merlwood. Some of the items that you buy or win in battle hold unimaginable powers, and some are less impressive. If you don't know what a ring or amulet does, try using it only after saving your game. If you should have kept it, just start over again and save the item for later.



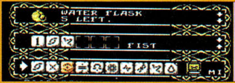
The four Vials contain the elements of creation: Earth, Water, Air and Fire. Collect them all. High in Abadon's Castle you'll find a room where you combine the Vials to form the Ultimate Potion.



When the Walking Stick and Rune Stone come together, a Staff of Power is formed. Use it to attack your enemies without wasting precious Mana, which you'll need for casting spells.

Spell Your Own Spells

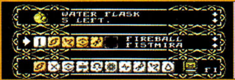
Like famous wizards of old, you too can learn to cast magical spells and gain control of your own destiny. Many believe that it takes years of study in the mystic arts and a generous supply of bat wings. No more! Now all you need is a Scroll and the will to achieve greatness. And clever adepts can get their spells for free. Whenever you find Scrolls, buy them and write down the magic words. Then start over at your last Save and enter the spell into your Spellbook.



Each magic syllable must be correct. One mistake will make the spell backfire with dire consequences.

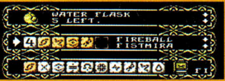
Elementary Spell Casting

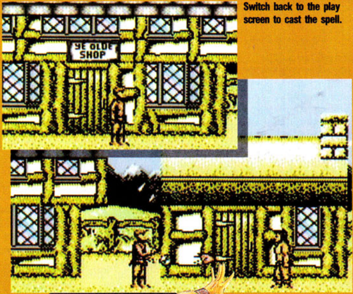
The benefits of spelling out your own spells are great. For instance, buy a spell and write down the magic word, then return to your last Save. Now, when you start over, it's a simple matter to obtain the spell by entering the magic word in your Spellbook. The money you save can be used to buy extra Mana Potion and Heal Potion. On the line with the magic runes, enter the syllables of the magic word, then enter the Spellbook symbol to activate the spell.



Choose a spell from your Spellbook by scanning through both the first and second inventory screens.

Spells on the second inventory screen can be cast at any of four power levels.





Switch back to the play screen to cast the spell.

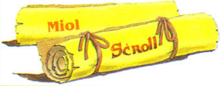
Fighting spells like Fireball can be used until you choose a new spell. "Shield" spells stay with you until they're worn away.

The Village Of Serenna

Paul's hometown is where you begin your journey. Here you will stock up for the long trail by purchasing food, water and the other special items listed at the bottom of the page. Information is also available if you keep your ears open, but not all of your neighbors are friendly. Try all the doors. Many are bolted shut, but others will open. Be sure to speak with the warrior in the middle of town. He's had enough of the life of a warrior and will give you all his coins. Before you leave Serenna, make sure you have everything you need, because you can't go back.

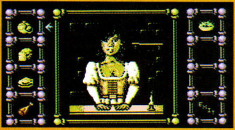
ESSENTIAL SPELLS

- ●VEN
- ●HELP ●AXOR
- ●PHYS SHIELD



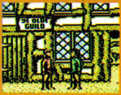
○Chez Serenna

Enjoy the excellent selection of fresh meats, breads and salads for sale.



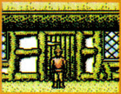
○Listen Closely

The people on the street as well as the people in the Guild Hall have interesting stories to tell and useful advice. Make sure you stop all of them and hear what they have to say.



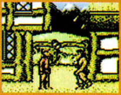
○Knock Knock

The only way to know who's there is to try to go inside. If there's a sign above the door, no problem. But some other doors are also open. Try them all.



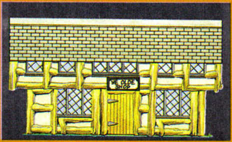
○The Ugly Serennian

There's one in every town–a bully or a thug. This fellow attacks you in plain sight of the townsfolk, but it's up to you to defeat him.



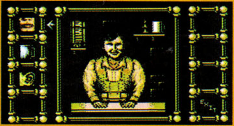
○Magic Shop

Offensive, defensive and inoffensive spells are all offered for sale here. When you first play the game, come here first, buy every spell and write down the name. Then start over. This time buy only the essential spells listed above. Enter the others in your Spellbook.

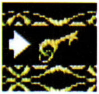


○The Guild Hall

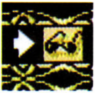
For good conversation and a stiff drink of Goat's Milk, this is the place. But be careful not to overindulge on the milk!



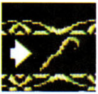
Buy each of the items in this shop as they are important for completing your quest. The Key is used to open treasure chests, in which you'll find items that are absolutely essential.



Unlock treasure and magic.

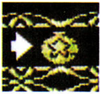


Try on these cool shades.



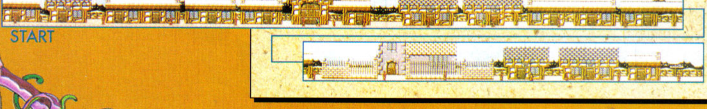
Use the Stick with the Rune Stone.

Agree to deliver this man's letter and receive Magic Water to purify the pond in the woods.



Drink only clean water.

Explorer's Guide



The Barren Wilderness

Beyond the relative safety of Serenna stretches a parched land with few inhabitants. The ruins seem to be turning to dust as you watch. But even in this wasteland you'll find hidden treasures and mysterious wizards. Listen closely to the wizards, for their words have double meanings. Be prepared for battle, as well. The rogues who accost you can be defeated easily with the Fireball or Axor spells. Also beware of the sun. It can sap your strength quickly unless you don the Sunglasses. This region is more perilous than Serenna, but it is just a warm-up to the dangers ahead.

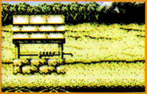
ESSENTIAL SPELLS

- ●WAKEY WAKEY
- ●REVEAL ●LIGHT ●FLY
- ●FEATHERLITE

Miolst
Scroll

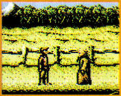
○The Well

Close your eyes and jump down the well. At the bottom is a treasure chest with many useful items, coins and Spell Scrolls.



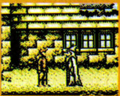
○Wizards' Wisdom

The wizards use a special language when weaving their magic spells. When you hear a mysterious word, write it down; it is probably a spell. Also write down any names that are given to you.



○Wake The Wizard

Reveal the wizard in the misty cloud, then wake him up using Wakey Wakey. In gratitude he'll give you a spell and the Vial of Earth. You can also stand in the misty cloud to restore Mana.

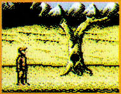


○Beware Of The Bog

Unwary travellers can get bogged down in the Marsh unless they use the spells of Featherlite and Fleet Foot. Fly also works. Defeat a dragon at the midway point, then use Featherlite and Fleet Foot to reach the treasure chest.

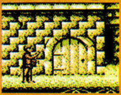
○The Hollow Tree

Search the Hollow Tree and you shall be rewarded. The Dragon's Egg inside the hollow will come in handy later. The Scroll of Reveal is useful later in the Barren Wilderness.



○Very Revealing

The long blank wall hides a secret door, long closed to the outer world. Near the right side of the wall, use the spell of Reveal. A door appears briefly for you to enter. Stock up on potions.



Explorer's Guide

The hollow tree contains the Dragon's Egg and the spell of Reveal. Later in the game you must give the Egg to its rightful owner.

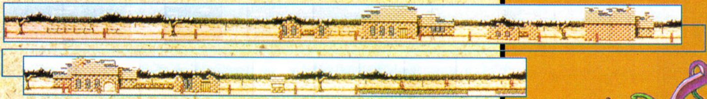
Don't make an omelette of the Egg.

The Vial of Earth, which you'll receive once you wake up the wizard, is one of four special items that combine to form a powerful weapon.

Three more magic Vials are ahead.

Use your Anti-Ven Potion to cure yourself after the battle with the dragon. Open the treasure chest and get the Rune Stone.

Now you'll have the Power Staff.

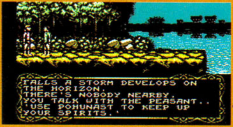


The Lake Shore

Beyond the marsh you'll come to a region of lakes where one misstep will mean the end of your journey. Now that you're getting closer to Abadon, more monsters challenge your passage. In Lake Town you'll find more magic and provisions to restock your dwindling supply. Water is particularly important, because you won't be able to refill your flask after Lake Town until you reach the middle of Merl Forest. Between Lake Town and the Forest you'll leap from stony crags, ride giant tortoises and battle ghosts. Whatever you do, don't try to fly over the water. Lightning will strike you down.

○ Helpful Peasants

On the shore of the Lake a peasant will reveal a potent attack spell. Write down the word and enter it into your Spellbook.



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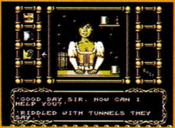
FALLS A STORM DEVELOPS ON
THE HORIZON.
THERE'S NOBODY NEARBY.
YOU TALK WITH THE PEASANT..
'USE POHUNAST TO KEEP UP
YOUR SPIRITS.'
```

○ The Guild Hall

Goat's Milk loosens tongues. If you listen to the people in this Guild Hall, you'll overhear odd words. They are magic spells.



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'GOOD DAY SIR. HOW CAN I
HELP YOU?'
'RIDDLED WITH TUNNELS THEY
SAY.'
```
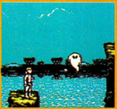
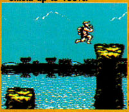

○ Jump To It

The only way to cross the Lake is by jumping. Use the Jump magic at Level 4 on long or high jumps and Level 2 for short jumps.

Jumping is dangerous for two reasons. One, it's easy to jump too far or too short. And two, enemies attack constantly while you're in the Lake Stage. Select a weapon to be used with the B Button while jumping.



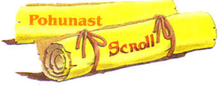
Jump using the A Button so you can increase the magic power of your jump. Attack using the B Button. Fireball is a good attack spell to use, so is the Power Staff. Back in Lake Town, build your Phys Shield up to 100%.



When you land on the next rock, don't wait around too long. Every second counts in Magician because your Food and Water levels will decrease. Pause the game (push Start) if you want to study the next jump.

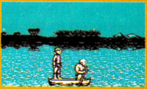
ESSENTIAL SPELLS

- ● DISPELL
- ● JUMP
- ● MEDITATE



○ No Free Ride

The Ferryman has many expenses to meet, so he charges for the ride across to Lake Town. Use the Bag of Coins on your inventory screen while standing on the shore. You'll be transported to the boat and then across the water.



○ Meditate For Mana

Use the Meditate spell to increase Mana while in Lake Town. Meditate uses up Food and Water, which you can replenish here.

Explorer's Guide

Water is particularly important in this stage because you can't refill your flask for a long time. Drink your fill then fill up the flask.

You can't drink the lake water, so fill up now.

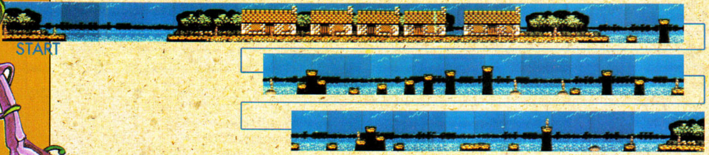
To survive in this world you must stay healthy. Begin with a sound diet. Always remember to eat your fill before going into a food shop.

Bread Crusts add 20% to your Food Level.

You can add 30% to your Food Level with Chicken.

Ham adds 25% to your overall Food Level.

Vegetables raise your Food Level 40%.



Merl Forest

This vast, dark woodland is filled with mysteries and magic. It is also filled with friends and enemies. By the time you reach the eaves of the wood, you'll probably be running low on Water. In order to reach the pond in the Forest before it's too late, use Fleet Foot whenever possible. Much deeper in the Forest you'll play a word game with giant serpents, translate the speech of a tree and do battle with an irate mushroom. You'll also find more spells and a shop where you can buy food. Here's a word to the wise: if there's danger on the ground, a wise man flies.

ESSENTIAL SPELLS

- ●BOULER
- ●FIRESTORM
- ●FIRERING
- ●IRON BOOTS

Mistnast
Scroll

○A Wizard In The Way

Speak to the Wizard on the Forest path to obtain the Spell of Death Ring–a ring of lightning balls!

○A Hungry Beggar

The Beggar in the cave takes food from you if it's on your inventory screen. Each time he does, he'll give you a clue.

The Beggar tells you how to name the serpents at the castle. The first is Venmore, the second is Shome and the third is Fangfew.

○A Talking Tree

Use Wakey Wakey on the Tree with a face. Once it's awake it will start babbling in a language that only a squirrel could understand. The spell of Translate will make the Tree's message clear.

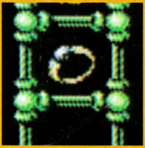
○A Mad Mushroom

This Mushroom has seen too many of its friends picked for lunch. Now it spits venom at people. Attack by moving close, firing Axor or Fireball, then backing away.

○Foul Pool

One sip of this mire is deadly. Purify it with the Magic Water from Serenna, then fill your Flask.

○A Cursed Treasure



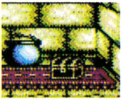
The Ring of Ven is obtained in the treasure chest behind the second door of the Forest Castle. This is the only cursed item in the game. Do not take it or you will suffer the consequences!

Explorer's Guide

Behind the first door is a giant. Defeat him using the Power Staff while staying right beside him. Food and spells are in the treasure chest.

Use the Power Staff and you won't waste Mana.

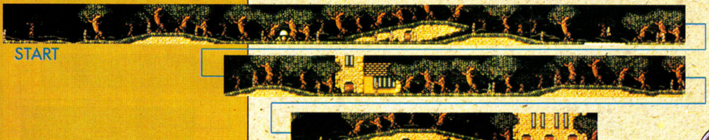
Door number two holds a treasure chest. Unlock it and take the Coins. The Ring of Ven will cause you untold suffering. Leave it.



The Ring of Ven leaks venom that slowly weakens you.

The third door is the passage to Mount Vunar. As soon as you step inside, the lights go out and a venomous creature attacks.

Be prepared with your Ven Shield at full strength.



Mount Vunar

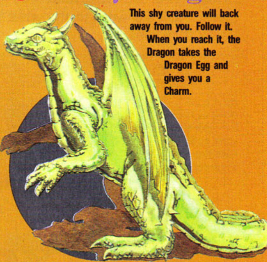
In the depths of Mount Vunar you'll meet a shy Dragon, battle a gigantic Statue and help an Old Woman regain her youth. The three Charms that help you reach the final stages of Magician are found here, but obtaining them isn't easy. The first of many cunning mazes will test your powers of memory, and if you miss one of the Charms along the way you'll end up in an endless tunnel maze. Here, too, you will win the second of the four Vials, the Vial of Water. Treasure chests are the only source of food and potions, so before entering the third door in the Forest Castle, Save your game.

ESSENTIAL SPELLS

- SLOWMO

Minaolna
Scroll

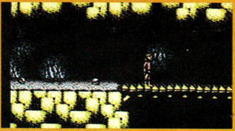
○A Baby Dragon



This shy creature will back away from you. Follow it. When you reach it, the Dragon takes the Dragon Egg and gives you a Charm.

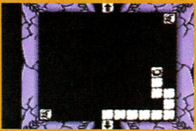
○Bridge To Nowhere

This bridge leads nowhere but down. By using the Iron Boots spell on the weak planks, you'll fall through. Then you can go forward again.



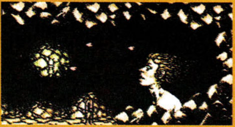
○The Maze

Each step in the right direction adds a stone block to the bridge that crosses this room. A misstep sends you back to the entrance. Luckily, time doesn't pass here.



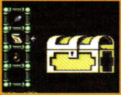
○Silence The Statue

The Statue will shoot fire at you. Dodge while using the spell of Boulder to silence it. The second Charm is your reward.



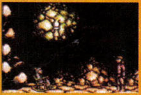
○Slow Down Time

The spell of Slowmo is in the dangerous Maze of Doom. Find the room with the two Boulder Men and go right. To get back out again, go right from the treasure chest, take the Wizard's Door, then go left.

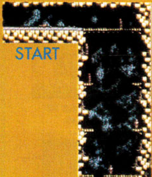


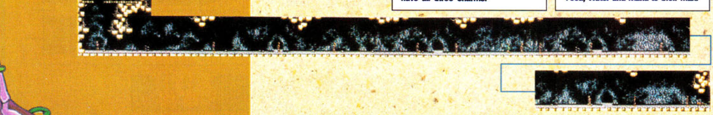
○A Good Deed

The woman in the rocking chair needs all three Charms to become young again. Give her these and she'll send you on to Abadon's Castle with the Vial of Water.

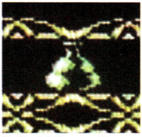


Explorer's Guide



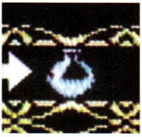


The Vial of Water is the second elemental vial used to create the Ultimate Potion. When the old woman changes, she gives this to you.



Don't go into the cave unless you have all three Charms.

In the Maze of Doom you can obtain the Refresh Potion. This will be very useful when preparing to meet Abadon.

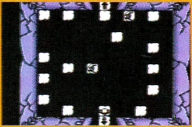


Refresh sets venom to zero, and Food, Water and Mana to their max.

The Dungeons

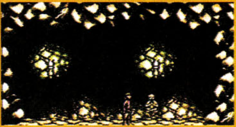
Mind-boggling Mazes

No two mazes are alike. Some have moving stones while others have Moon Warps that transport you around the maze. None are essential, but they're fun.



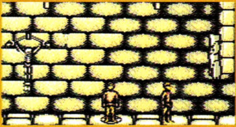
Meditating

When you aren't being attacked, use the Meditate Spell to replenish Health and Mana. Always check Food and Water Levels when you wake up.



The Slab's Secret

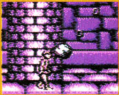
To open the Slab at the end of the Dungeon requires the spell of Twin. Pass the Maze of Sliding Blocks to obtain this spell.



Abadon's Castle

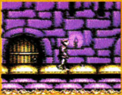
Pendulum Peril

One touch of the Pendulum ends your quest. Slow the Pendulum's speed using Slowmo. Then, with Fleet Foot, follow close behind it. Below the first Pendulum, use Reveal to find a secret door.



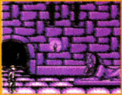
Bridge Of Fire

Boost your Fire Shield to 100% before setting foot on this bridge. Use Fleet Foot while crossing. On the far side, battle the Fire Monster with the Jump spell and your Power Staff.



The Sphinx

When you first see the Sphinx it seems like a statue. Only when you try to leave the room does it come to life. To leave, you must choose its name—Tresh—from a list of three names.

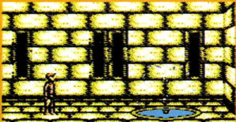


Abadon's Tower

Only Abadon Remains

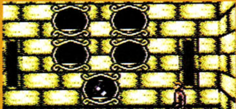
The Fountain

Step into these refreshing waters to completely restore your Mana. This is a good place to build up your shields for the battle with Abadon on the roof of the tower.



The Ultimate Potion

Put each of the four elemental Vials in the four niches. Now the Ultimate Potion pours into the fifth Vial—a gift for Abadon.



POWER TO THE PLAYER

Most players use Power Meters for comparing their favorite games—which has the best graphics, which is the greatest challenge and so on. The same process of comparing games takes place constantly at Nintendo of America where all of the new games in development are played and evaluated. One of the results of those evaluations is the Power Meters you see in Power game reviews and Now Playing. Although you might not know it, the Power Meters are really tools. You can't drive a nail with them or dig a ditch, but you can use them to understand a great deal about games. Nintendo puts them to use as part of its extensive game development and quality control evaluations. Nintendo Power uses Power Meters to help determine what goes into the magazine. And players can use them to find the perfect game. Power Meters may look simple—just a set of four numbers. But where do those numbers come from, what do they really mean and how are they used? Some of the answers may surprise you.

MEASURING SUCCESS

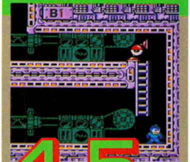
Power Meters measure four critical areas of video games on a scale of one to five—five being high. A rating of 3 is fair, 3.5 is good, 4.0 is very good and anything 4.5 or above is awesome!

Graphics & Sound

4.2

Graphics should be clear and immediately understood, and they should be suited to the story or theme of the game. Castlevania III earns a high G&S rating for its super detailed, haunting graphics.

Play Control



4.5

Whether you're driving, hitting a ball or dueling monsters, Play Control should be responsive and easy to understand, as it is in Mega Man III.

Challenge & Lasting Interest

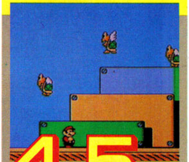
GOODS
KEY 1
TORCH=3
TORCH
1B
M

WHAT'S THIS? A WRAITH IS STANDING IN YOUR WAY. BARRING YOUR PATH!!

4.5

Shadowgate keeps you interested for a long time and challenges you to perform at your best.

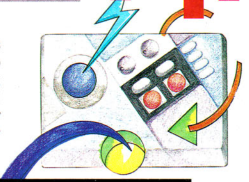
Theme & Fun



4.5

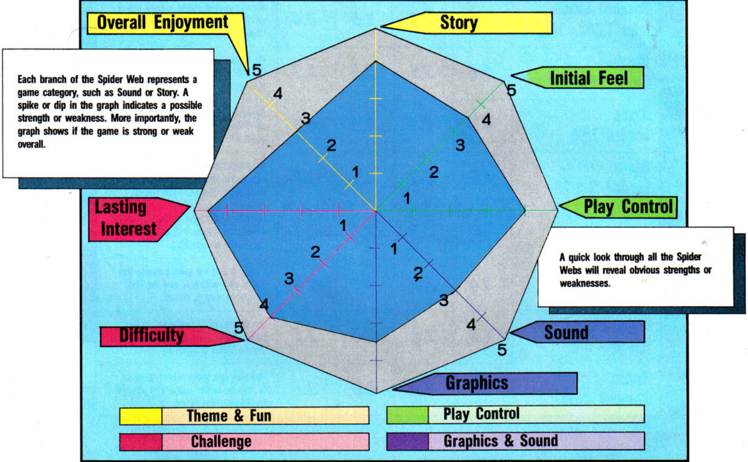
Is a game fun? Do all the pieces fit? Did you like it? Super Mario Bros. 3 rates high on all counts because it meets the expectations of SMB fans in all Power Meter categories . . . and then some.

METER READINGS



Power Meters begin life as a set of eight numbers, not four. For instance, Graphics and Sound each has its own category. Expert game players at Nintendo play the new games—twenty or more every month—and rate them using Spider Web graphs like the one shown below. These experts compare the newest games to each other, not to old games, so a game that scored 4.0 several years ago might rate lower today because competition is stronger than it used to be.

THE SPIDER WEB

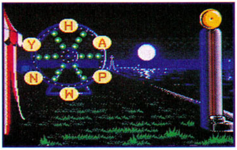


Each branch of the Spider Web represents a game category, such as Sound or Story. A spike or dip in the graph indicates a possible strength or weakness. More importantly, the graph shows if the game is strong or weak overall.

A quick look through all the Spider Webs will reveal obvious strengths or weaknesses.

The four numbers that appear in Now Playing Power Meters are the averages of all the combined evaluation scores.

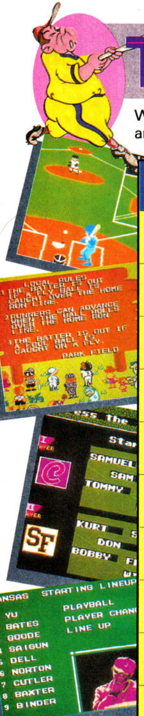
Some games may be fun in spite of a lopsided Spider Web. Play Control, for instance, is not as important in an RPG like Final Fantasy as it is in most Action games.



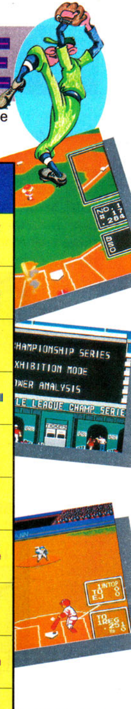
Sesame Street ABC was designed for younger kids. Graphics & Sound and Theme & Fun are particularly important in keeping children interested, and the Play Control is easily understood.

The Ultimate Power Players

The game evaluators, including Game Master Howard Phillips, come from Nintendo's Product Development Group and Game Play Counseling. These players evaluate hundreds of games every year, and because they see so many games, they are better able to make comparisons. That results in better evaluations and Power Meters.


LOCAL RULES
1 THE BATTER IS OUT IF A FLY BALL IS CAUGHT OVER THE HOME RUN LINE.
2 RUNNERS CAN ADVANCE WHEN THE BALL ROLLS OVER THE HOME RUN LINE.
3 THE BATTER IS OUT IF A FOUL BALL IS CAUGHT ON A FLY.
PARK FIELD
SAMUEL
SAM
TOMMY
KURT
DON
BOBBY
SF
STARTING LINEUP
PLAYBALL
PLAYER CHAN
LINE UP
YU
BATES
GOODE
SAIGUN
DELL
6 NORTON
7 CUTLER
8 BAXTER
9 BINDER

THE NUMBERS GAME

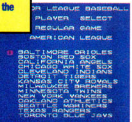

NO. 17
.204
BSO
CHAMPIONSHIP SERIES
EXHIBITION MODE
POWER ANALYSIS
LE LEAGUE CHAMP SERIE
TICKETS
1 INTOP
TO EJ
TO IREG
.251

When using the Power Meter to choose games, look for the one ranked highest in the areas that are important to you.

Title/ Release Date	Graphics & Sound	Play Control	Challenge	Theme & Fun	
Bad News Baseball, 5/90	2.9	3.2	2.7	2.5	In basic baseball games like this, Play Control is important. The Cinema Scenes have good Graphics.
Baseball, 10/85	3.6	3.6	3.6	4.0	The first NES baseball game concentrated on Theme & Fun, but there was nothing to compare it to.
Baseball Simulator 1.000, 3/90	3.1	3.4	3.5	3.4	Super powered player options power up this game's Theme & Fun and Challenge.
Baseball Stars 6/89	3.6	3.6	3.9	3.7	For players who want the whole baseball scene, including stats, Baseball Stars provides a lasting Challenge.
Bases Loaded 7/88	4.8	4.1	4.5	4.5	Bases Loaded broke new ground with its realistic graphics and knocked the socks off the evaluators.
Bases Loaded II 2/90	3.3	3.3	3.1	3.1	Unique features like tracking batting slumps weren't entirely successful, as seen in the Theme & Fun rating.
Dusty Diamond's All-Star Softball 7/90	2.5	3.3	2.6	2.7	The schoolyard idea is unique, but the number for Theme & Fun is low. Same story with the Graphics.
Little League Baseball Championship 6/90	3.4	3.8	3.6	3.4	Theme & Fun are good because you get to play with kids and the Play Control is easy to master.
Major League Baseball 4/88	2.9	2.9	2.5	2.7	The Challenge of having all 26 pro teams doesn't live up to its promise in Theme & Fun or other areas.
Tecmo Baseball 1/89	3.3	3.5	2.8	3.0	Although this game has a password feature for entire seasons of play, the Challenge rating is low.

On-field action and graphics are the trademark of Bases Loaded.

With so many games on the market, making a choice can be tough. Start by comparing games of the same type such as baseball games. Most baseball games have some special features that set them apart, perhaps a save feature so you can play an entire season. The Power Meter can tell you if that feature is strong. In this case, look at Challenge & Lasting Interest.



OR LEAGUE BASEBALL
PLAYER SELECT
REGULAR GAME
AMERICAN LEAGUE

BALTIMORE ORIOLES
BOSTON RED SOX
CALIFORNIA ANGELS
CHICAGO WHITE SOX
CLEVELAND INDIANS
DETROIT TIGERS
KANSAS CITY ROYALS
MILWAUKEE BREWERS
MINNESOTA TWINS
NEW YORK YANKEES
OAKLAND ATHLETICS
SEATTLE MARINERS
TEXAS RANGERS
TORONTO BLUE JAYS

Major League Baseball features real teams.

IS NEWER BETTER?

New games can make use of more advanced technology, but sometimes their PMs are not higher than older, simpler games. Nintendo Baseball earned high marks in 1985, but expectations were higher when Bases Loaded II and Baseball Stars were evaluated.

PLAYBALL
NINTENDO
ST
P
LIAN
3.80

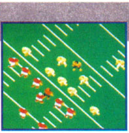
Always look at release dates when comparing Power Meter numbers.

ALL POWER METERS ARE NOT CREATED EQUAL

No two Power Meters mean exactly the same thing. For instance, Play Control is important in most Action games but is often not of primary importance in Family games like Wheel of Fortune. Learn to weigh the importance of PM categories for different types of games.

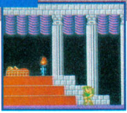
SPORTS

Play Control and Challenge will keep most Sports fans happy. Good Graphics & Sound can add to the realism of the game.



ADVENTURE

Theme & Fun and Challenge are the keys to most good Adventure games. Hand-to-hand combat requires good Play Control.



ROLE-PLAYING

RPGs concentrate on the Challenge & Lasting Interest and Theme & Fun categories. Good graphics, as always, are a plus.

ARCADE CLASSICS

Graphics on Arcade games should look as much like the originals as possible. They should also provide a Challenge.

ALL-FAMILY

Puzzle games like Tetris must Challenge your mind. Graphics & Sound and Play Control are not usually as important.

A-TYPE
LINES-001
STATISTICS
NEXT
LEVEL 00

ACTION

Excellent Play Control is essential on Action games. Good Graphics & Sound and Challenge will keep players coming back.

GAME R&D

Game developers often make changes to games in development when weaknesses are suggested by Power Meter evaluations. For instance, if a new game rates in the twos for Play Control, Nintendo will relay that information to the developers. More feedback is available from running test evaluations here in Redmond Washington, with players like you. Groups of players are invited to test new games and evaluate them, just like the pros. That information can play as important a role in determining a game's future as the Pros' Power Meters do.

NINTENDO TOP SECRET POWER

NINTENDO POWER

When deciding which games to cover each month, Power editors try to pick the games that you'll enjoy playing. With so many new games coming out, however, making that choice can be difficult. The Power Meter helps the editors weed out mediocre games and decide which of the better games should be featured in a review.

CONTENTS

SOLAR JETMAN — 8.

LITTLE NEMO — 16.

DR. MARIO — 30.

CASTLEVANIA III — 51.

GAME BOY — 39.

FOUR-PLAYER EXTRA — 82.

NOW

Compare the Power Meters of games reviewed in Nintendo Power to those covered in the Now Playing section. Only the best games are reviewed.

AND YOU

The Power Meters are most important to players who want as much info as possible before investing in a game. Nintendo Power reviews give you in-depth information about the best games, but they don't directly evaluate or rank games. That's what the Power Meter is for—putting Nintendo's top experts and players on your team to help you make the right choice. So go ahead, put them to work.

Ultima®

Quest of the Avatar

The Ultimate Fantasy Trip

A fantasy quest like no other awaits you in Ultima: Quest Of The Avatar, FCI's second NES installment of the famous role-playing game series. Quest Of The Avatar comes closest to true role playing, in that every action by your character affects his destiny, including casual conversation with strangers. Prepare to enter one of the most detailed and challenging worlds in computer role playing, Britannia, as you begin the Quest of the Avatar!

GAME PAK · DATA BOX

ULTIMA QUEST OF THE AVATAR

FCI

MEMORY	2M×64K	
	MMC1	——

POWER METER	
Graphics & Sound	3.3
Play Control	3.4
Challenge & Lasting Int.	3.5
Theme & Fun	3.7

The Lan

CASTLES

① Lycaeum
② Empath Abbey
③ Serpent's Hold
④ Castle Of Lord British

VILLAGES

⑤ Paws
⑥ Vesper
⑦ Buccaneer's Den
⑧ Cove

SHRINES

⑨ Shrine Of Humility
⑩ Shrine Of Compassion
⑪ Shrine Of Valor
⑫ Shrine Of Justice
⑬ Shrine Of Sacrifice
⑭ Shrine Of Honor
⑮ Shrine Of Spirituality
⑯ Shrine Of Humility

DUNGEONS

⑰ Deceit
⑱ Despise
⑲ Dastard
⑳ Wrong
㉑ Covetous
㉒ Shame
㉓ Hythloth
㉔ Abyss

CAVE

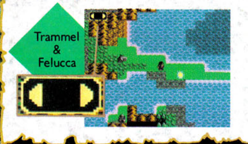
㉕ Serpent's Spine

ITEMS

㉖ Fungus
㉗ Manroot
㉘ Horn
㉙ Bell Of Courage
㉚ Skull Of Mondain

Moonga To Adve

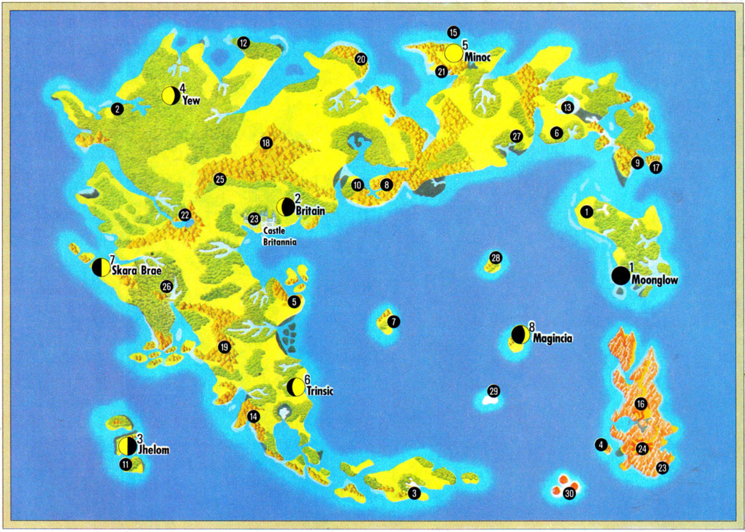
Travel by Moongate is a quick way to voyage through Britannia. However, it can be difficult to comprehend the workings of these portals. Their openings, closings and destinations are guided by the phases of the moons.



Ultima Quest of the Avatar Original Version © 1985 Origin System Inc. NES Version © 1990 FCI, Inc. © 1990 Pony Canyon Inc.

d Of Britannia

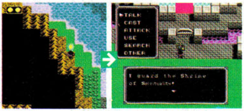
You are free to explore the entire world in Ultima. Follow the map so you do not wander astray.


15
5 Minoc
21
12
20
4 Yew
2
13
18
27
6
9
17
25
10
8
2 Britain
22
23
Castle Britannia
1
28
7 Skara Brae
26
1 Moonglow
5
7
8 Magincia
19
6 Trinsic
29
16
14
3 Jhelom
11
4
24
23
3
30

tes—Portals nture

Shrine Of Spirituality

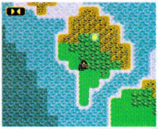
Some locations may only be reached through the Moongates. Enter the Moongate near Minoc when both moons are full to find the elusive Shrine Of Spirituality.


TALK
CAST
ATTACK
USE
SEARCH
OTHER

I guard the Shrine of Spirituality

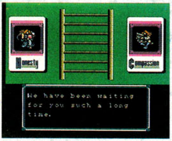
Learn Well The Ways Of The Moongates

The table below tells when the Moongates open and where they lead. The left hand moon is called Trammel, the right Felucca. When waiting for the desired phases of the moons, stand on the town so no monsters attack you. Then head for the Moongate just before it opens.



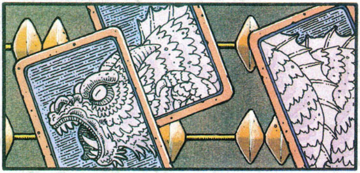
The Phase Of Trammel Which Opens The Gate:			Choose Your Destination By The Phase Of Felucca		
West of	**Moonglow**	🌑 1	🌑 1 Moonglow	🌒 2 Britain	🌓 3 Jhelom
East of	**Britain**	🌒 2	🌔 4 Yew	🌕 5 Minoc	🌖 6 Trinsic
East of	**Jhelom**	🌓 3	🌗 7 Skara Brae	🌘 8 Magincia	🌑 1 Moonglow
Northwest of	**Yew**	🌔 4	🌒 2 Britain	🌓 3 Jhelom	🌔 4 Yew
Southwest of	**Minoc**	🌕 5	🌕 5 Shrine of Spirituality	🌖 6 Trinsic	🌗 7 Skara Brae
South of	**Trinsic**	🌖 6	🌘 8 Magincia	🌑 1 Moonglow	🌒 2 Britain
North of	**Skara Brae**	🌗 7	🌓 3 Jhelom	🌔 4 Yew	🌕 5 Minoc
South of	**Magincia**	🌘 8	🌖 6 Trinsic	🌗 7 Skara Brae	🌘 8 Magincia

Meet Your Destiny!



We have been waiting for you such a long time.

Fate usually determines your character class in Ultima. However, if you would like to be a particular character class, use the table below to influence your destiny as you answer the Key Questions of fate.



KEY QUESTIONS	1st Question	2nd Question	3rd Question	4th Question	5th Question	6th Question	7th Question
Mage	A				First		Honesty
Bard	B				First		Compassion
Fighter			A			First	Valor
Druid		A			Second		Justice
Thinker			B			First	Sacrifice
Paladin				A		Second	Honor
Ranger				B		Second	Spirituality
Shepherd		B			Second		Humility

***A blank space indicates you can answer however you like.**

Character Classes

Mage

Hometown: Moonglow

The Mage is schooled in mighty magic, but can't use most weapons.

Compassion

Bard

Hometown: Britain

This fighting troubadour will add might and magic to your group.

Fighter

Hometown: Jhelom

A Fighter brings battle power to a party and is a good character to start with.

Druid

Hometown: Yew

The Druid is second only to the Mage in magical power.

Tinker

Hometown: Minoc

Tinkers can use many trades but are masters of none.

Paladin

Hometown: Trinsic

A good beginning choice, with some magic and strong fighting skills.

Spirituality

Ranger

Hometown: Skara Brae

The Ranger is another well balanced character choice.

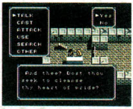
Shepherd

Hometown: Magincia

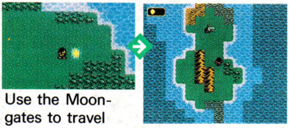
This relatively weak character will find the road to Avatarhood challenging.

Seek Others Who Share Your Vision

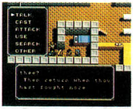
Your quest to become the Avatar will be easier if you assemble a band of followers. As your level increases, you will be able to lead up to three other characters into battle. You will meet these followers in their home towns, but they will only join you when you are worthy.



And thee? Dost thou seek to cleanse thy heart of pride?



Use the Moongates to travel quickly to the villages where you'll gather your friends.



thee?
Then return when thou hast fought more

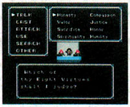
If you are doing poorly in your Virtues, or are not experienced, your friends may not join you.

The Hardiest Party

Put two fighter-types, like a Fighter and Paladin, in the lead. Add a Mage and a Druid, and you'll be ready for anything!

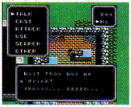
Raise Your Eight Virtues

The prospective Avatar's goal is to become the ultimate example in all eight Virtues. Your every action will be weighed by fate to determine your standing. You will not, however, see a meter on the screen constantly informing you of your progress.


►TALK
CAST
ATTACK
USE
SEARCH
OTHER
►Honesty
Compassion
Valor
Justice
Sacrifice
Honor
Spirituality
Humility

Which of thy Eight Virtues shall I judge?

See Hawkwind often to gain enlightenment on your development.


►TALK
CAST
ATTACK
USE
SEARCH
OTHER
Yes
►No

Wilt thou buy me a drink? skaxxx... zzzzz...

Answer questions carefully and be kind to everyone to preserve your Virtue.

HONESTY

To excel in Honesty, always tell the truth. Do not steal from blind shopkeepers or from the treasure chests of others.

COMPASSION

Show kindness to all you meet and always give to the poor. Even a single gold piece is better than nothing.

VALOR

To prove your valor, never shy from the perils of battle. You have a powerful patron in Lord British, and he will revive you should you fall.

JUSTICE

Justice is the telling of truth, no matter how painful. It also entails sparing harmless creatures, even if they are evil . . .

SACRIFICE

You must be prepared to give of yourself to save friends in battle. Giving your life blood is also a way of demonstrating this Virtue.

HONOR

Those who would exhibit Honor hold to the quest and always keep their promises. Never forget your duty to the people of Britannia!

SPIRITUALITY

The search for enlightenment is the goal of one who would prove worthy in this Virtue. Learn the many secrets of Britannia.

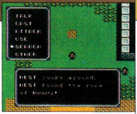
HUMILITY

Awareness of your place in the universe is the key to Humility. Treat all you meet as equals.

Runes Are The Keys Of Virtue

Each Virtue has a Rune that will allow you to enter its Shrine. You must seek out these Shrines to get valuable information on Virtues and the blessings of Avatarhood.

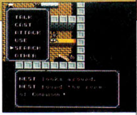
HONESTY


TALK
CAST
ATTACK
USE
►SEARCH
OTHER

NEST looks around.
NEST found the rune of Honesty!

The Rune Of Honesty is located in the fields of the city of Moonglow, three steps south of Mariah.

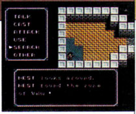
COMPASSION


TALK
CAST
ATTACK
USE
►SEARCH
OTHER

NEST looks around.
NEST found the rune of Compassion!

Search for the Rune Of Compassion at the bottom of the stairs in Britain's Inn.

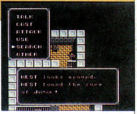
VALOR


TALK
CAST
ATTACK
USE
►SEARCH
OTHER

NEST looks around.
NEST found the rune of Valor!

Through the locked door in the Inn of Jhelom, you will find the way to the basement. A path full of danger must be trod to retrieve the Rune Of Valor.

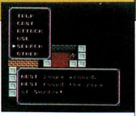
JUSTICE


TALK
CAST
ATTACK
USE
►SEARCH
OTHER

NEST looks around.
NEST found the rune of Justice!

Vorpal, a repentant prisoner in Yew's prison, knows of the location of the Rune Of Justice. It is in his very jail cell.

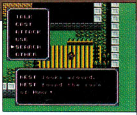
SACRIFICE


TALK
CAST
ATTACK
USE
►SEARCH
OTHER

NEST looks around.
NEST found the rune of Sacrifice!

You will sacrifice health points by claiming the Rune Of Sacrifice from the heart of Zircon's fiery furnace in the town of Minoc.

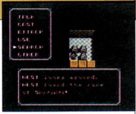
HONOR


TALK
CAST
ATTACK
USE
►SEARCH
OTHER

NEST looks around.
NEST found the rune of Honor!

Look in the fields of Trinsic for the Rune Of Honor. When it is harvest time you will find it.

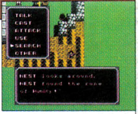
SPIRITUALITY


TALK
CAST
ATTACK
USE
►SEARCH
OTHER

NEST looks around.
NEST found the rune of Spirituality!

In a secret treasure chamber of Castle Britannia, search between the chests to find the Rune Of Spirituality. Avoid the temptation of opening the boxes!

HUMILITY

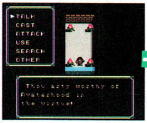

TALK
CAST
ATTACK
USE
►SEARCH
OTHER

NEST looks around.
NEST found the rune of Humility!

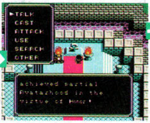
Search the corral beyond the locked door in the stable of Paws to find the Rune Of Humility.

Meditation Brings The Revelation Knowledge

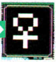
When Hawkwind tells you that you are worthy of Avatarhood in a Virtue, seek out its Shrine to receive the blessing of partial Avatarhood. Choose the longest cycle of meditation to attain this important milestone in your quest.


▶TALK
CAST
ATTACK
USE
SEARCH
OTHER

Thou arty worthy of
Avatarhood in
the virtue!

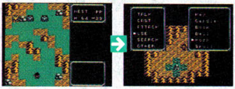

▶TALK
CAST
ATTACK
USE
SEARCH
OTHER

achieved partial
Avatarhood in the
virtue of Honor!



You will begin to complete an Ankh symbol on your Status subscreen when you achieve partial Avatarhood in a Virtue.

SHRINE OF HUMILITY

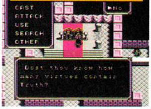


You will most likely tackle the Shrine Of Humility last. Many strange and powerful monsters bar your way to this hidden Shrine. Use the Horn to bypass them.

Three Castles Keep The Three Principles

Knowledge of the three principles, Truth, Courage and Love, will be essential to master the trials of the Abyss. The three Castles of Principles will reveal what you need to know. Castles often hold valuable items and information.

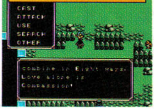
Castle Of Truth
Lycaeum


CAST
ATTACK
USE
SEARCH
OTHER
▶No

Dost thou know how
many virtues contain
Truth?

Speak with the King and Queen of Lycaeum to gain wisdom of Truth.

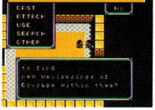
Castle Of Love
Empath Abbey


CAST
ATTACK
USE
SEARCH
OTHER

combine in Eight ways.
Love alone is
Compassion!

Empath, Abbey's beautiful park, is dedicated to the contemplation of Love.

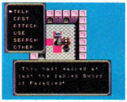
Castle Of Courage
Serpent's Hold


CAST
ATTACK
USE
SEARCH
OTHER
No

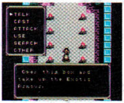
to find
new wellsprings of
Courage within thee?

Learn of the parts of Courage in this Castle's Training Room.

Obtain The Ultimate Weapons For The Avatar


▶TALK
CAST
ATTACK
USE
SEARCH
OTHER

Thou hast earned at
last the fabled Sword
of Paradise!

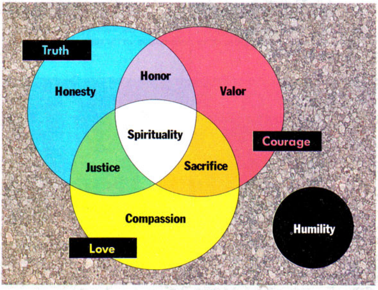

▶TALK
CAST
ATTACK
USE
SEARCH
OTHER

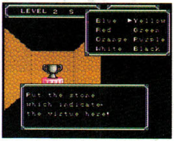
Open this box and
take up the Exotic
Armour.

Once you have become the Avatar, you must equip yourself with the mightiest weapons in the land. The Sword Of Paradise can be found in the altar room of the Castle of Lycaeum and the Exotic Armour is located in the lower levels of Empath Abbey.

The Intertwined Nature Of Virtues And Principles

To lead the people of Britannia, the Avatar must understand the forces that drive men to commit good and evil deeds. And before one takes on the title of Avatar, he must pass several tests which will prove his knowledge of Virtues and Principles. It is perhaps easiest to visualize the relationship between the Virtues using a diagram like the one to the right.


Truth
Honesty
Honor
Valor
Spirituality
Courage
Justice
Sacrifice
Compassion
Love
Humility

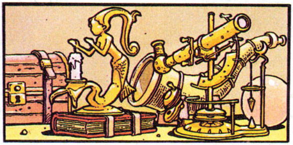

LEVEL 2 S
Blue ▶Yellow
Red Green
Orange Purple
White Black

Put the stone
which indicates
the virtue here!

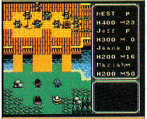
The Grails will require correct answers to their questions, or they will eject you from the dungeon.

The Items Of The Avatar

Items of magic and mystery are scattered throughout Britannia. Some things are easy to find or may be bought. But even with clues, hidden items can foil attempts to find them.

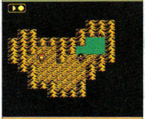


SHIP


NEST P
H400 M23
Jeff F
H300 M 0
Jaana D
H200 M16
MariahM
H200 M50

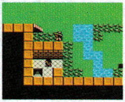
Ships must be won through combat from the pirates that ply Britannia's seas. When you are 3rd level, meet a ship at the shore, defeat its crew and board.

BALLOON



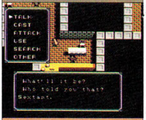
To get the Balloon, as soon as you enter the dungeon Hythloth, cast the Exit spell. You will exit the dungeon near where the Balloon is hidden.

HYTHLOTH



The entrance to Hythloth is located in Castle Britannia. The path is hidden in the northern part of the Castle. Go through a couple of secret doors to find it.

SEXTANT

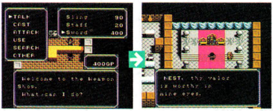

▶TALK
CAST
ATTACK
USE
SEARCH
OTHER

What'll it be?
Who told you that?
Sextant.

Purchase this navigational tool for 900 GP in the Vesper Guild. Press Select when you talk to the salesman. It can tell you your latitude and longitude.

MONEY MACHINE

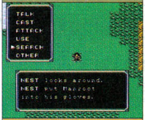
Whenever your character falls in battle, he will be revived by Lord British and given an allowance of 400 GP. Early in the game, die on purpose with no cash, spend the 400 GP on a Sword. Keep dying until you have as many swords as you can carry. Then sell them all for 200 GP each.


▶TALK
CAST
ATTACK
USE
SEARCH
OTHER
Sling 90
Staff 20
▶Sword 400
400GP

Welcome to the Weapon Shop.
What can I do?

NEST, thy valor is worthy in mine eyes.

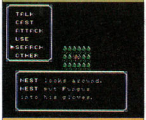
MANROOT


TALK
CAST
ATTACK
USE
▶SEARCH
OTHER

NEST looks around.
NEST put Manroot into his gloves.

To find the powerful magical herb Manroot, use the Sextant and go to latitude 54, longitude 182. Search the small square of swamp when both moons are black.

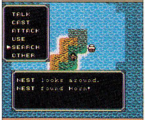
FUNGUS


TALK
CAST
ATTACK
USE
▶SEARCH
OTHER

NEST looks around.
NEST put Fungus into his gloves.

Search for Fungus, the most powerful herb, in the forest near Paws (latitude 149, longitude 46), when both moons are dark.

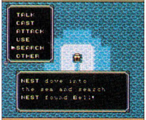
HORN


TALK
CAST
ATTACK
USE
▶SEARCH
OTHER

NEST looks around.
NEST found Horn!

The Horn is hidden on the small island north of Magincia. Use the Horn to locate the Shepherd in Magincia and to reach the Shrine of Humility.

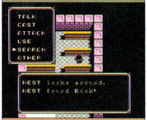
BELL OF COURAGE


TALK
CAST
ATTACK
USE
▶SEARCH
OTHER

NEST dove into the sea and search
NEST found Bell!

In the shallows north of the Serpent's Hold, search to find the Bell Of Courage.

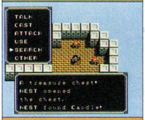
BOOK OF TRUTH


TALK
CAST
ATTACK
USE
▶SEARCH
OTHER

NEST looks around.
NEST found Book!

The Book Of Truth is available for check-out from the Castle of Lycaeum's library. You must have the Magic Key to enter this haven of knowledge.

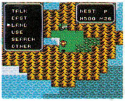
CANDLE OF LOVE


TALK
CAST
ATTACK
USE
▶SEARCH
OTHER

A treasure chest!
NEST opened the chest.
NEST found Candle!

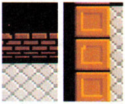
Walk through the walls in Cove's temple to find a secret chamber. You can open the chest inside without losing any Virtue and find the Candle Of Love.

COVE


TALK
CAST
▶LAND
USE
SEARCH
OTHER
NEST P
H500 M26

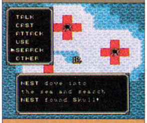
This secluded village is located in the mountains east of Britain. It can be reached by Balloon or by sailing your ship into a whirlpool.

SECRET DOORS



Small chips in the bricks betray the presence of Secret Doors. Learn to recognize these tell-tale signs to explore more locations.

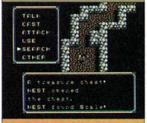
SKULL


TALK
CAST
ATTACK
USE
▶SEARCH
OTHER

NEST dove into the sea and search
NEST found Skull!

Search the Southern Sea in the middle of three volcanic islands to find this evil artifact. The Avatar must possess, but never use it!

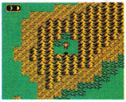
THE SCALE OF EXODUS


TALK
CAST
ATTACK
USE
▶SEARCH
OTHER

A treasure chest!
NEST opened the chest.
NEST found Scale!

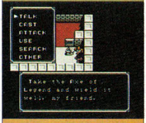
A cave in the Serpent's Spine Mountains is the resting place of this item, familiar to those who have ventured to Britannia before.

SERPENT'S SPINE



The Serpent's Spine is riddled with caves, some of which can only be reached by the Balloon.

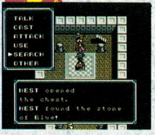
AXE OF LEGEND


▶TALK
CAST
ATTACK
USE
SEARCH
OTHER

Take the Axe of Legend and wield it well, my friend.

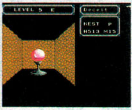
Give the Scale Of Exodus to Zircon, the smith of Minoc, and he will fabricate this mighty weapon for you. Only a Fighter can wield it!

Delve Deep Into Dangerous Dungeons!

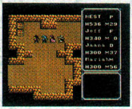

TALK
CAST
ATTACK
USE
▸SEARCH
OTHER

NEST opened the chest.
NEST found the stone of Blue!

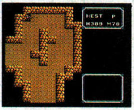
Every dungeon hides a Stone Of Virtue, as well as other treasures, including gems which can raise your attributes. You can open all the treasure chests inside without losing Virtue.


LEVEL 5 E
Deceit
NEST P
H513 M15

Sacrifice hit points to grab the jewel and raise your attributes.

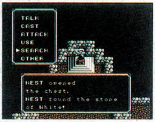

NEST P
H536 M29
Jeff F
H340 M 0
Jaana D
H300 M37
Mariahm
H300 M56

Take the treasure of evil creatures without losing Virtue.


NEST P
H389 M78

Traps add to the hazards of dungeoneering. Try to avoid them if possible.

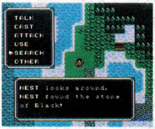
Two Stones Are Hidden Outside The Dungeons


TALK
CAST
ATTACK
USE
▸SEARCH
OTHER

NEST opened the chest.
NEST found the stone of White!

The White Stone of Spirituality can be found in a cave in the western reaches of the Serpent's Spine.

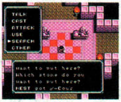
When both moons are black, enter the moongate outside of Moonglow, and Search immediately after you reappear. You'll find the Black Stone of Humility.


TALK
CAST
ATTACK
USE
▸SEARCH
OTHER

NEST looks around.
NEST found the stone of Black!

Dungeon Altar Rooms Hold The Keys Of Principle

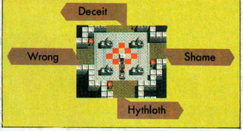
Use the Stones Of Virtue you collect in the dungeon Altar Rooms to obtain the Keys Of Virtue. The dungeons are all connected depending on which anti-Virtue they represent.


TALK
CAST
ATTACK
USE
▸SEARCH
OTHER

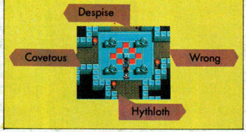
want to put here?
Which stone do you
want to put here?
NEST got ⚷-Cour

Search in the center of the Altar Room for four holes. Place the correct Stones in the holes to receive the Key.

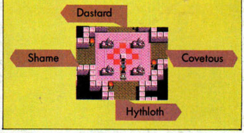
The Altar Room Of Truth


Deceit
Wrong
Shame
Hythloth

The Altar Room Of Love

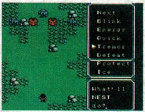

Despise
Covetous
Wrong
Hythloth

The Altar Room Of Courage


Dastard
Shame
Covetous
Hythloth

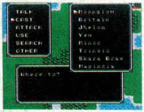
Learn Of Magic Spells In Your Travels

The most powerful spells must be learned from other mages. Once you have learned the recipe of a spell, go to the spell book service in Moonglow to add the spell to your repertoire.


Next
Blink
Energy
Quick
▸Tremor
Defeat
Protect
Ice

What'll NEST do?

The might of Tremor will damage many enemies at once, ending combat quickly.


TALK
▸CAST
ATTACK
USE
SEARCH
OTHER
▸Moonglow
Britain
Jhelom
Yew
Minoc
Trinsic
Skara Brae
Magincia

Where to?

The Gate Travel spell will speed your journey through Britannia.

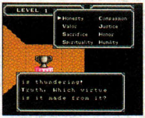
Magic Lexicon

Spell	Where To Find Recipe	Ingredients
Sleep	Moonglow	B+D
Reflect	Paws	A+B+C+G
Negate	Lycaeum	A+C+F+H
Destroy	Vesper	F+G
Jinx	Serpent's Hold	F+G+H
Squish	Yew	A+D+E+H
Gate Travel	Cove	A+F+H
Tremor	Jhelom, Skara Brae & Paws	A+E+H
Resurrect	Lycaeum & Empath Abbey	C+E+G+H

A=Ash B=Ginseng C=Garlic D=Silkweb E=Moss F=Pearl G=Fungus H=Manroot

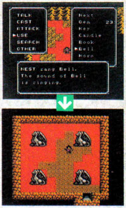
Into The Stygian Depths Of The Abyss

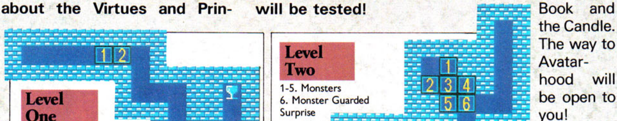
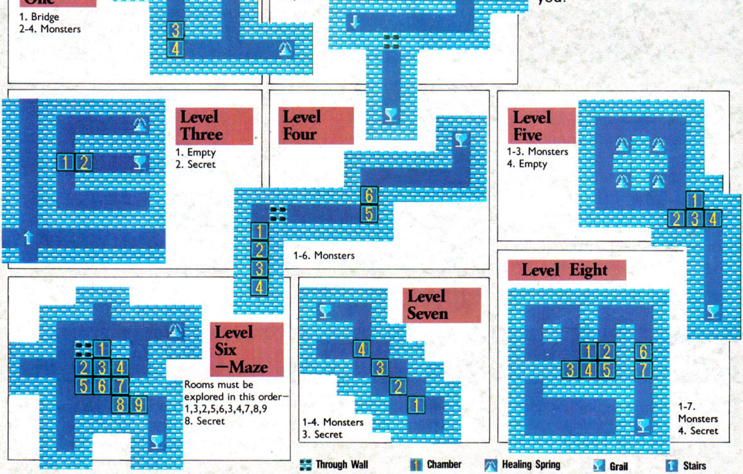
The final challenge faced by the Avatar is the deadly dungeon known as the Abyss. Before you enter, be sure you have all the items and you know all about the Virtues and Principles; both your knowledge and your strength will be tested!


LEVEL 1
▶Honesty
Compassion
Valor
Justice
Sacrifice
Honor
Spirituality
Humility
is thundering!
Truth. Which virtue
is it made from it?

Entering the Abyss

To enter the Abyss, go to the entrance and use the Bell, the Book and the Candle. The way to Avatarhood will be open to you!


TALK
CAST
ATTACK
▶USE
SEARCH
OTHER
Next
Gem 23
Key
Candle
Book
▶Bell
Horn
NEST rang Bell.
The sound of Bell
is ringing.



Through Wall
Chamber
Healing Spring
Grail
Stairs

Level One

1. Bridge
2-4. Monsters

Level Two

1-5. Monsters
6. Monster Guarded Surprise

Level Three

1. Empty
2. Secret

Level Four

1-6. Monsters

Level Five

1-3. Monsters
4. Empty

Level Six —Maze

Rooms must be explored in this order—1,3,2,5,6,3,4,7,8,9
8. Secret

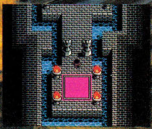
Level Seven

1-4. Monsters
3. Secret

Level Eight

1-7. Monsters
4. Secret

At The Bottom Of The Abyss–Avatarhood!

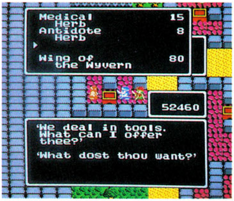


The Three Part Key will become one, and the Book of Knowledge will be given to you. Read of its wisdom and you will lead the people of Britannia into a new world of peace as The Avatar!

COUNSELORS' CORNER!

DRAGON WARRIOR II — WHERE IS THE JAILOR'S KEY?

The Jailor's Key can open doors in Midenhall Castle, Tuhn, Beran, Hamlin and Wellgarth. You'll find it in a store in the northwest area of Wellgarth. The merchant will offer you a few items but his list will not include the Jailor's Key. Move the cursor to the space between the Antidote Herb and the Wing of the Wyvern and select this space as your purchase. The merchant will then offer you the Jailor's Key.

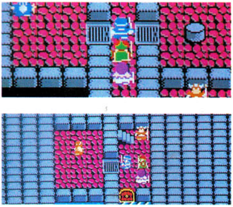


Medical Herb 15
Antidote Herb 8
▸
Wing of the Wyvern 80

52460

'We deal in tools. What can I offer thee?'
'What dost thou want?'

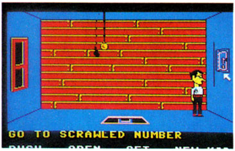
The Jailor's Key is not visible on the merchant's list. Choose the space between items.



Use the Jailor's Key to open a few important doors.

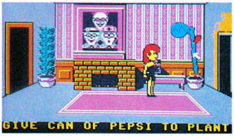
MANIAC MANSION — HOW DO I OPEN THE SAFE?

Edna's safe is in her attic. You'll only be able to get to the attic if you lure Edna from her room. If you can't call Edna on the telephone, have a friend enter her room and sneak in while Edna is busy taking your friend to the dungeon. Then climb the ladder to the attic and move the painting to reveal the safe. The scrawled combination under the safe is very small. You'll only be able to read it by using the telescope in the observatory. Feed a jar of radioactive water and a Pepsi to the plant in the den and climb the plant to the observatory. Rotate the observatory telescope to the right twice by using two dimes from Ed's piggy bank. Then use the telescope to read the combination to the safe in Nurse Edna's attic. Return to the safe and open it!



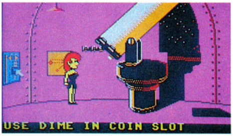
GO TO SCRAWLED NUMBER

Move the picture in the attic above Edna's room to reveal the safe and combination.



GIVE CAN OF PEPSI TO PLANT

Feed a jar of water from the pool and a Pepsi to the plant. Then climb the plant to the observatory.

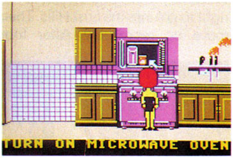


USE DIME IN COIN SLOT

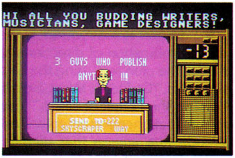
Rotate the telescope to the right twice and use it to read the combination.

MANIAC MANSION
HOW DO I SEND THE DEMO TAPE OR MANUSCRIPT TO THE PUBLISHING COMPANY?

Having a work published could be a big boost to the ego of the creator. Send the tentacle's demo tape or the meteor's manuscript to 3 Guys Who Publish Anything and you will be able to win the confidence of one of those creatures. Either Razor or Syd can get the demo tape from the tentacle by playing his or her own tape in the tentacle's stereo. Only Wendy, though, can retype the manuscript from Dr. Fred's desk to make it legible. Send either the demo tape or the retyped manuscript to the publishing company by using the envelope from Edna's safe and the stamps from Ed's package. Steam the envelope open in the microwave with a jar of water and type the address onto the envelope with the typewriter in the den. You'll get the address by watching the television in the music room. Then put your package in the mail box and wait for the results.


TURN ON MICROWAVE OVEN

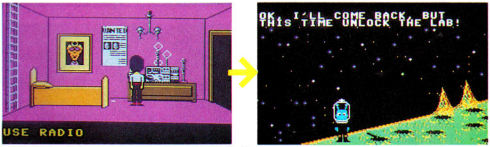
Steam open the envelope with a jar of tap water and remember to get the quarter.


HI, ALL YOU BUDDING WRITERS, MUSICIANS, GAME DESIGNERS!

Watch the commercial for 3 Guys Who Publish Anything and type their address on the envelope.

MANIAC MANSION
HOW DO I CALL THE METEOR POLICE?

The proper authorities should know about the strange goings on in Dr. Fred's basement, and, if Bernard is in your party, you can contact them with Dr. Fred's powerful radio. Make sure that you have first opened the security doors to Dr. Fred's lab so that the perpetrators can be easily aprehended and that you have evidence against them. Then switch to Bernard. He knows electronics. Have him retrieve the tube from the old radio in the living room and put it in the socket of the radio in Dr. Fred's room. Then read the wanted poster in Dr. Fred's room for the frequency of the Meteor Police and use Dr. Fred's radio to call them in!


USE RADIO

OK, I'LL COME BACK, BUT THIS TIME UNLOCK THE LAB!

Call the Meteor Police once you have evidence that Dr. Fred is conducting sinister experiments. Only Bernard will be able to get the tube from the old radio in order to use the shortwave.

GAME PLAY COUNSELOR PROFILES

Joe Lockett

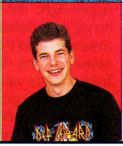
Became GPC: December, 1990
Hobbies: Hard Rock, Commercial Art, Black Clothing, Seattle Nightlife
Best Accomplishment: Finished Kickle Cubicle without continuing
Favorite Game: Mega Man III

Shawn McGoldrick

Became GPC: January, 1990
Hobbies: Composing Music, Sketching, Meditating and Performing
Best Accomplishment: Completed Maniac Mansion without saving the game once
Favorite Game: Earth Bound

David Nixon

Became GPC: January, 1990
Hobbies: Auto Racing, Skiing, Windsurfing
Best Accomplishment: 1st Place in Days of Thunder
Favorite Game: Castlevania III



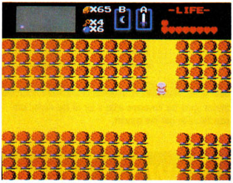
Erik Carlson

Became GPC: October, 1989
Hobbies: Skiing, Racing Motorcycles, Music
Best Accomplishment: Finished Ninja Gaiden II in 1 hour 40 minutes
Favorite Game: Crystalis

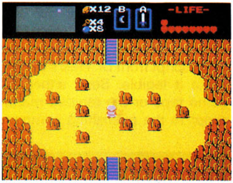
More than 3 years after its initial release, The Legend of Zelda is still a popular game on our Game Counselor Hotline. There are two Quests. After you defeat Ganon once, you'll begin again in the Second Quest with new level locations. You can also start the Second Quest by entering "Zelda" as your name. Here are the most frequently asked questions for both Quests.

THE LEGEND OF ZELDA
HOW DO I GET THROUGH THE LOST WOODS AND LOST HILLS?

The Lost Woods and Lost Hills are areas that repeat forever unless you know the right combination of directions to move. The clue regarding the Lost Woods is, "Go North, West, South, West to the Forest of Maze." This means that once you enter the Lost Woods (the screen that repeats) you should move north, west, south and west again. You'll end up outside the Lost Woods, in the area just before the Graveyard. The clue about the Lost Hills is in the Waterfall: "Go Up, Up the Mountain Ahead." From the Waterfall, move one screen to the right to get into the Lost Hills. Then move up repeatedly. After four repetitions, you'll reach Level Five in the First Quest or a Fairy Pond in the Second Quest.



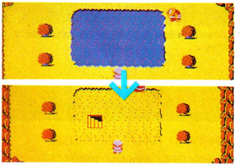
In the Lost Woods move north, west, south and west again. You'll get to the western area of Hyrule.



Continue up the Lost Hills for four straight repetitions to get to Level Five.

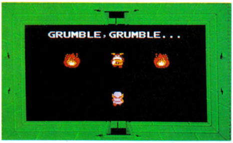
THE LEGEND OF ZELDA
WHERE IS LEVEL 7 IN THE FIRST QUEST AND HOW DO I GET TO THE TRI-FORCE?

The entrance to Level Seven is in the Pond that has no Fairy. Use the Whistle in the area of the Pond and it will magically drain, revealing the entrance.



Use the Whistle near the Pond with no Fairy to reveal the Level Seven entrance.

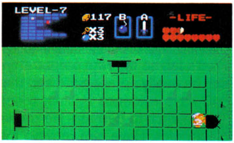
Once inside Level Seven, you'll see that the map is shaped like a face in profile. A secret passage to the Tri-Force is in the tip of the nose of the face. You'll encounter two obstacles on your way to the tip of the nose. The first is a character who blocks a doorway and says "Grumble Grumble." Give him the Enemy Bait and he will allow you to pass.



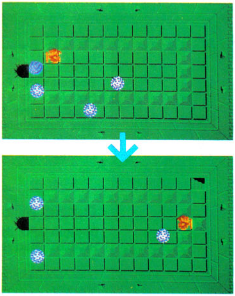
GRUMBLE, GRUMBLE...

This creature is hungry for Enemy Bait.

The second obstacle is the eye of the face. Even though it doesn't look like a room on the map, you can bomb into the eye from the room to the left. Inside the eye, defeat all of the enemies and push a block. A stairway to the Red Candle will appear. Get the Candle and bomb your way out of the room, to the right. Move on to the upper-right room (the tip of the nose) and defeat all of the Wallmasters. Don't collect a Clock or some of the Wallmasters may freeze in the wall. When the Wallmasters are gone, push a block and take a stairway to the battle for the Tri-Force.



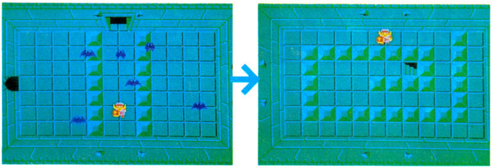
Bomb into the eye of Level Seven.



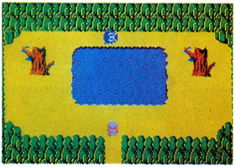
Defeat all of the Wallmasters in the tip of the nose and push a block to find a secret stairway.

THE LEGEND OF ZELDA WHERE IS THE WHISTLE IN THE SECOND QUEST?

The new twist to the Second Quest is that you can walk through some walls without using Bombs. You'll find the Whistle in Level Two of the Second Quest by walking through one of the walls. Level Two is shaped like a capital letter "A." Work your way to the room that is just above the center of the "A" and walk down through the wall. There, you'll find a stairway to the Whistle. Once you have conquered Level Two, go to the area where Level Two was in the First Quest. You'll find an empty pond. Use the Whistle there and the entrance to Level Three will appear!



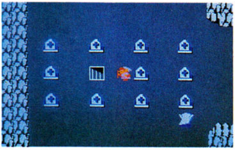
Walk through the wall to the center of the "A" to reach the Whistle.



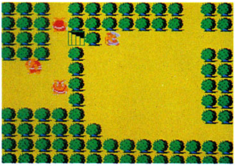
Use the Whistle where Level Two was before to find Level Three.

THE LEGEND OF ZELDA WHERE ARE LEVELS SIX, SEVEN AND EIGHT IN THE SECOND QUEST?

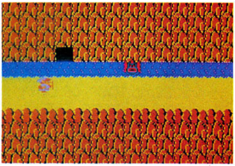
Once you get to the advanced stages of the Second Quest, the Labyrinths will be both very challenging to find and to conquer. You'll find Levels Six, Seven and Eight by using three different kinds of items. Level Six is in the graveyard. Find your way through the Lost Woods and go to the middle screen on the left side of the graveyard. Then use the Whistle and the entrance will open. You'll get the Ladder in Level Six. To find Level Seven, go to the area where Level Eight was in the First Quest and move one screen to the west. Walk to the west as far as you can and use a Candle. The flame will burn the second Tree to the left and reveal the entrance. You'll use the Ladder and a Bomb to find Level Eight. Cross the river in the north and bomb the wall. Eventually, you'll open up the entrance to the Labyrinth.



Use the Whistle in the middle screen on the left side of the graveyard to find Level Six.



To find Level Seven burn a tree one screen west of where Level Eight was in the First Quest.



Use the Ladder to cross the River and bomb open the entrance to Level Eight.

I'm waiting for your letters.

Write to:

NINTENDO POWER
Attn Counselors' Corner
P.O. Box 97033
Redmond, WA 98073-9733

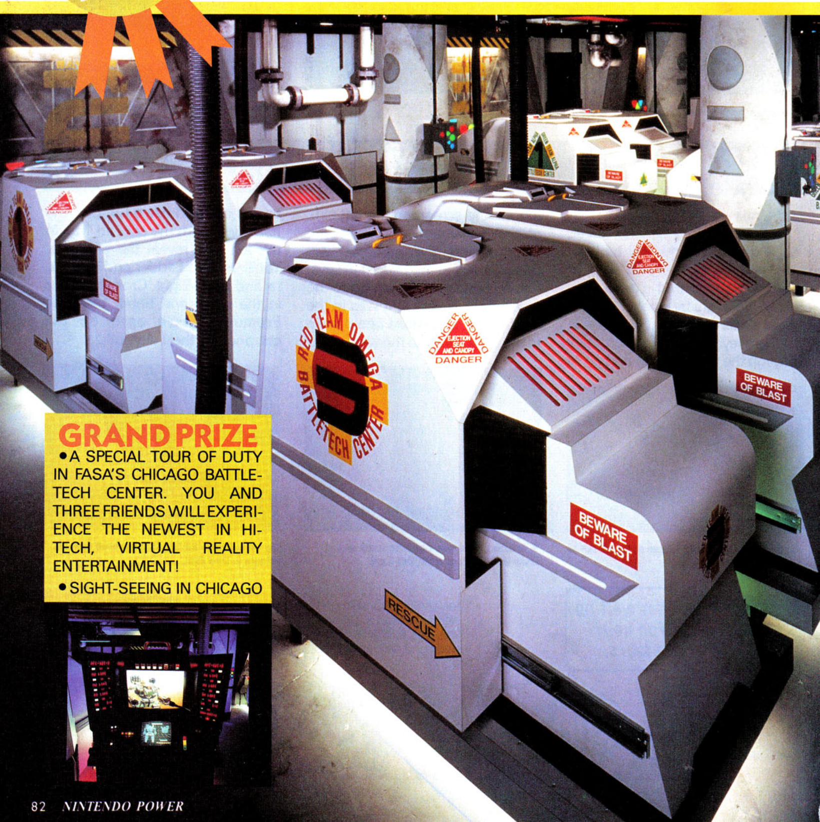
Call us!

(206) 885-7529
Nintendo Game Counselors are on call from 4:00 am to midnight Pacific Time.

PLAYER'S PO

GRAND PRIZE

WIN A TRIP FOR FOUR TO FASA'S CHICAGO BATTLETECH® CENTER


RED TEAM OMEGA
BATTLETECH CENTER
DANGER
EJECTION SEAT AND CANOPY
DANGER
BEWARE OF BLAST
BEWARE OF BLAST
RESCUE

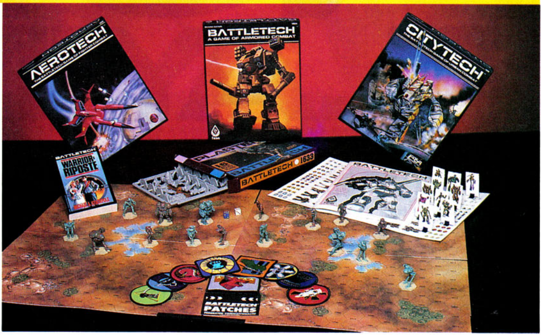
GRAND PRIZE

- A SPECIAL TOUR OF DUTY IN FASA'S CHICAGO BATTLETECH CENTER. YOU AND THREE FRIENDS WILL EXPERIENCE THE NEWEST IN HI-TECH, VIRTUAL REALITY ENTERTAINMENT!
- SIGHT-SEEING IN CHICAGO

LL CONTEST

SECOND PRIZE

10 WINNERS
A FASA BATTLETECH GAMERS KIT



Second Prize winners will receive a selection of Battletech board games and other neat stuff from the Battletech universe. If you've never driven a 'Mech, these games will get you hooked!

THIRD PRIZE

NINTENDO POWER
CONTENTS
GAME BOY
REVIEWS
COUNSELORS CORNER
NES ACHIEVERS

50 WINNERS
NINTENDO POWER JERSEYS

Set yourself apart as a member of Team Power in one of our exclusive Nintendo Power jerseys!

OFFICIAL CONTEST RULES
(No Purchase Necessary)

To enter, just fill out the Player's Poll response card or print your name, address and telephone number on a plain, 3X5 piece of paper. Mail your entry to:

NINTENDO POWER PLAYER'S POLL
P.O. BOX 97062
Redmond, WA 98073-9762

One entry per person, please. All entries must be postmarked no later than March 1, 1991. Not responsible for lost, stolen, or misdirected mail.

On or about March 15, 1991, winners will be selected in a random drawing from among all eligible entries. Winners will be notified by mail. By acceptance of their prize, winners consent to the use of their names, photographs, or other likenesses for the purpose of advertising or promotion on behalf of "Nintendo Power" magazine, Nintendo of America Inc. and FASA Corporation without further compensation. Chances of winning are determined by the total number of entries received. Limit one prize per household. No substitution of prizes is permitted. All prizes will be awarded. A list of winners will be available after March 30, 1991 by sending a self-addressed stamped envelope to the address listed above.

GRAND PRIZE TRIP TO CHICAGO AND FASA'S BATTLETECH CENTER: Nintendo will arrange air travel and accommodations for the Grand Prize winner and three guests to Chicago to participate in a special session in FASA's Battletech Center. If the winner is under 18, they must be accompanied by a parent or guardian. Any winner under the age of 14 must provide written parental consent and release. This special 3-day/2-night trip is scheduled for sometime in the spring of 1991, but exact dates are subject to final determination by Nintendo, and to accommodation and airfare availability. Some restrictions apply.

Contest not open to employees of Nintendo of America Inc., their affiliates, agencies or their immediate families. This contest void in Canada and elsewhere where prohibited by law. This contest is subject to all federal, state and local laws and regulations.

Volume 18 (November 1990 Issue) contest winners will be announced in next issue.

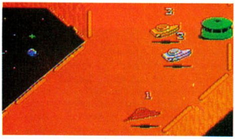
NOW PLAYING

FEB. 1991

Here's a glance at a few recent releases that didn't score feature coverage. Take a closer look at your favorite store to see if any of them are up your alley.

GALAXY 5000

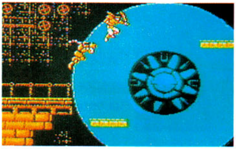
Join an interplanetary racing circuit and take on the courses of Mercury, Venus and beyond in this fast paced space race from Activision. Since there are dozens of obstacles and three other armed spaceships, your own ship will take some damage in the race. Use your winnings to either repair your ship or save up to buy a better one.



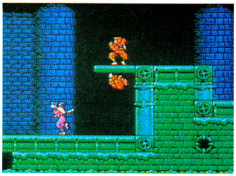
Only a small portion of the track is shown at any one time, so two-player simultaneous racing is somewhat difficult. Since the cars can never be more than a screen length apart, the game is more of a test of teamwork than it is a competition. As a one-player game, though, it's fast and fun.

SHADOW OF THE NINJA

Another ninja game with detailed graphics and Ninja Gaiden-like action may seem unnecessary. Shadow of the Ninja from Natsume, though, adds a new twist with two-player simultaneous action and great play control. With a simple move, the ninjas can grab platforms above them and flip up to higher ground.

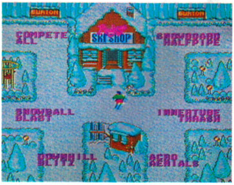


The story follows two ninjas who fight through five action-packed stages in a futuristic city to take on the leader, Garuda. It's great fun for ninja fans.

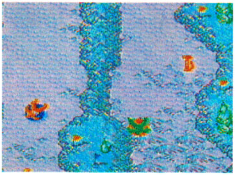


SKI OR DIE

Bionic Lester issues a new challenge for shred heads in a collection of winter sports similar in set-up to the original Skate or Die from Ultra Soft. The five events include downhill skiing, snowboarding, innertubing and snowball tossing.

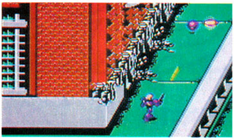


Play control is smooth, but it will take some practice to master the downhill and ski jump. Up to six players can register and take turns competing.



ISOLATED WARRIOR

Jumping and shooting action in a science fiction setting gets a new angle with Isolated Warrior from NTVIC. Character action is diagonal and well executed.

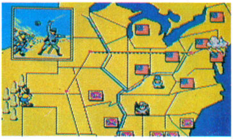


THE KRION CONQUEST

A young witch takes on an evil empire in this adventure from Vic Tokai. The look and feel is reminiscent of the Mega Man series.

NORTH & SOUTH

Strategy and action each play a part in this Civil War simulation from Kemco/Seika. Take over states and fight for control on the battlefield.



YOUR GUIDE TO THE LATEST NES RELEASES

TITLE	COMPANY	PLAY INFO	POWER METER RATINGS G	P	C	T	GAME TYPE
A.D.&D. Heroes of the Lance	FCI	1P	3.3	1.9	2.8	3.1	Role Playing
Flying Warriors	Culture Brain	1P	3.3	3.3	3.4	3.5	Martial Arts
Galaxy 5000	Activision	2P-S	3.4	3.3	3.7	3.8	Futuristic Racing
The Hunt for Red October	Hi-Tech	1P	2.8	2.6	2.6	2.9	Submarine Action
Isolated Warrior	NTVIC	1P/Pass	3.7	3.3	3.5	3.3	Combat Action
The Krion Conquest	Vic Tokai	1P	3.3	3.4	3.6	3.4	Magic Adventure
The Legend of Hero Tonma	Irem	1P	2.8	3.1	2.4	2.9	Hero Action
Magician	Taxan	1P/Batt	3.8	2.8	3.8	3.8	Mystic Adventure
Mike Ditka's Big Play Football	Accolade	2P-S	2.8	2.6	2.3	2.7	Football
North & South	Kemco-Seika	2P-S	3.4	2.8	3.4	3.6	War Simulation
The Punisher	LJN Toys	1P	2.9	2.6	2.6	2.9	Crime Fighting Action
Kabuki Quantum Fighter	Hal America	1P	3.6	3.6	3.5	3.7	Sci-Fi Action
Shadow of the Ninja	Natsume	2P-S	3.6	3.7	3.4	3.3	Ninja Action
Ski or Die	Ultra Soft	6P-A	3.3	3.0	3.3	3.4	Winter Sports
StarTropics	Nintendo	1P/Batt	3.8	3.3	4.3	4.3	Island Adventure
Supercars	Electro Brain	1P	2.8	2.3	2.4	2.6	Driving
TMNT II: The Arcade Game	Ultra Soft	2P-S	3.7	4.0	4.0	3.7	Comic Adventure
Ultima: Quest of the Avatar	FCI	1P/Batt	3.3	3.4	3.5	3.7	Role Playing
The Untouchables	Ocean	1P	3.1	2.7	2.8	3.0	Crime Fighting Action
War on Wheels	Jaleco	1P	2.7	2.5	2.3	2.6	Roller Skating
Wayne Gretzkey's Hockey	THQ	2P-S	2.3	2.3	2.7	2.8	Hockey

LISTING KEY

You can get the most out of our game listing by understanding the categories. Title, Company and Game Type are self explanatory. Use this Key to understand Play Info and the valuable Power Meter ratings.

PLAY INFO

Some games are made to be played with as many as four players at the same time. Some also employ a battery or password to save game play data.

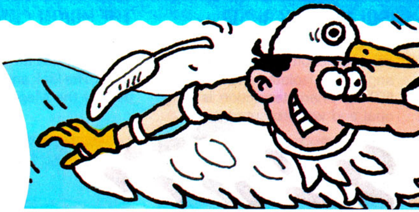
1P = ONE PLAYER
2P-S = TWO PLAYER SIMULTANEOUS
6P-A = SIX PLAYERS ALTERNATING
PASS = PASSWORD
BATT = BATTERY

POWER METER

The Pros at Nintendo HQ rate each new game. Ratings are from 1 (poor) to 5 (excellent) in four different categories:

G = GRAPHICS AND SOUND
P = PLAY CONTROL
C = CHALLENGE
T = THEME AND FUN

NINTENDO POWER



Volume 21 1991

TOP·30

Players, Dealers and Pros cast their votes for some long-time favorites and some new titles. It's no surprise to see Super Mario Bros. 3 holding fast to 1st place and Final Fantasy sitting in 2nd. Dr. Mario is the big news.

Use this color-coded key to check on your favorite games.

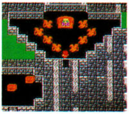
🟪	Titles new to the Top 30. They're the ones to watch!
🟦	Games that are really moving. They make big jumps!
🟩	Favorites with lasting appeal. They place month after month.
MONTHS	Number of months the game has rated in the Top 30.

1 12,556 POINTS

5 MONTHS

SUPER MARIO BROS.3

Mario's been a fixture in the Number-One spot since May 1990! He's more popular than ever.

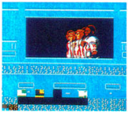


2 7,457 POINTS

2 MONTHS

FINAL FANTASY

Light Warriors are enlisting in hordes, eager to go on this epic quest for the crystal orbs.

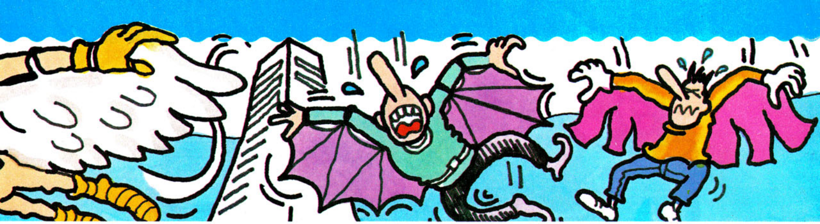


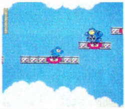
3 4,515 POINTS

2 MONTHS

NES PLAY ACTION FOOTBALL

Football fans have caught four-player fever! They're finding that teamwork counts!



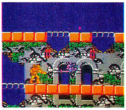


4 4,318 POINTS

8 MONTHS

MEGA MAN II

Mega Man may be pint-sized, but he packs a powerful punch. His second adventure holds onto 4th place.



5 3,913 POINTS

2 MONTHS

CASTLEVANIA III—DRACULA'S CURSE

Trevor Belmont has plenty of players ready to help him drop Dracula in this spirited epic.

6 3,901 POINTS

2 MONTHS

CRYSTALIS

Down from 3rd last month, Crystalis still holds Top Ten status. It's an enduring challenge.

Dr.MARIO
TOP 0010000
SCORE 0001500
LEVEL 12
SPEED HI
VIRUS 47

7 3,581 POINTS

1 MONTH

DR. MARIO

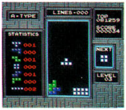
An impressive debut! Players everywhere are finding that viruses can be contagious!

8 3,174 POINTS

1 MONTH

TMNT II: THE ARCADE GAME

Holy Cowabunga! The green-hued heroes hang on in the Top Ten with the Arcade Game.

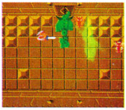


9 2,585 POINTS

4 MONTHS

TETRIS

It slipped slightly from last month's 7th place rating, but Tetris still has players enrapt.



10 2,541 POINTS

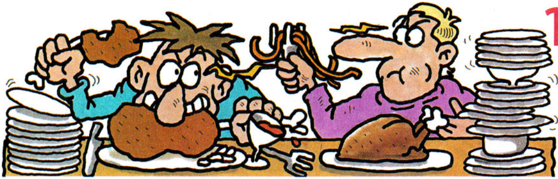
14 MONTHS

THE LEGEND OF ZELDA

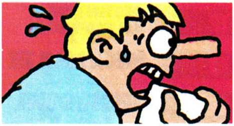
Legions of loyal fans help ever-popular Link find pieces of the triforce and free Zelda.

11	2,535 POINTS	TEENAGE MUTANT NINJA TURTLES
12	2,445 POINTS	DESTINY OF AN EMPEROR
13	2,397 POINTS	MEGA MAN III
14	2,300 POINTS	TECMO BOWL
15	2,185 POINTS	GHOSTBUSTERS II
16	2,168 POINTS	SUPER MARIO BROS. 2
17	2,042 POINTS	DRAGON WARRIOR II
18	1,837 POINTS	NINJA GAIDEN II
19	1,800 POINTS	MANIAC MANSION
20	1,541 POINTS	WRESTLEMANIA
21	1,429 POINTS	ZELDA II—THE ADVENTURE OF LINK
22	1,386 POINTS	WIZARDRY
23	1,287 POINTS	BATTLE OF OLYMPUS
24	1,213 POINTS	FESTER'S QUEST
25	1,169 POINTS	RESCUE RANGERS
26	1,127 POINTS	MEGA MAN
27	1,059 POINTS	BATMAN
28	1,055 POINTS	SHADOWGATE
29	1,049 POINTS	SOLSTICE
30	963 POINTS	PINBOT

TOP·30



Players' Picks



GAME	PTS
1 Super Mario Bros. 3	5,545
2 TMNT II: The Arcade Game	3,174
3 Mega Man II	2,467
4 Final Fantasy	2,459
5 Mega Man III	2,397
6 Tecmo Bowl	1,379
7 Ninja Gaiden II	1,352
8 Castlevania III—Dracula's Curse	1,242
9 Zelda II—The Adventure of Link	1,013
10 Teenage Mutant Ninja Turtles	999
11 Tetris	906
12 The Legend of Zelda	891
13 Double Dragon II	888
14 Super Mario Bros. 2	855
15 Dragon Warrior	854
16 NES Play Action Football	853
17 Ninja Gaiden	793
18 Baseball Stars	766
19 The Simpsons	762
20 Super C	717
21 Castlevania II—Simon's Quest	630
22 Batman	564
23 Dragon Warrior II	557
24 Rescue Rangers	547
25 Bases Loaded II	537
26 Shadowgate	530
27 Dr. Mario	503
28 Disney's Duck Tales	502
29 Mega Man	464
30 Maniac Mansion	454

SMB 3 Continues To Score Big With Players

The players pick the pizza-eating pair of plumbers—again! Pizza must be power food: it's the cuisine preferred by the Number Two turtles, too. Hold the anchovies!

Pros' Picks

GAME	PTS
1 Final Fantasy	4,188
2 Crystalis	3,901
3 Destiny of an Emperor	2,445
4 NES Play Action Football	2,129
5 Mega Man II	1,851
6 Castlevania III—Dracula's Curse	1,812
7 Dragon Warrior II	1,485
8 Super Mario Bros. 3	1,436
9 Wizardry	1,386
10 Maniac Mansion	1,346
11 Battle of Olympus	1,287
12 Solstice	1,049
13 The Legend of Zelda	1,000
14 The Adventures of Lolo II	901
15 Little Nemo the Dream Master	851
16 Kickle Cubicle	752
17 Ultima	743
18 Mega Man	663
19 Solar Jetman	634
20 Nobunaga's Ambition	604
21 Shadowgate	525
22 Batman	495
23 Ninja Gaiden II	485
24 Dr. Mario	455
25 Metroid	446
26 Swords and Serpents	436
27 Snake's Revenge	426
28 Zelda II: The Adventure of Link	416
29 Dungeon Magic	396
30 Street Fighter 2010	366

Final Fantasy Is Still Favored By The Pros

The pace-setting pros prefer role-playing and high adventure. They like to challenge their top-notch skills with complex games like Final Fantasy.

Dealers' Picks

GAME	PTS
1 Super Mario Bros. 3	5,575
2 Dr. Mario	2,623
3 Ghostbusters II	2,185
4 Tetris	1,679
5 Wrestlemania	1,541
6 Teenage Mutant Ninja Turtles	1,536
7 NES Play Action Football	1,533
8 Super Mario Bros. 2	1,313
9 Fester's Quest	1,213
10 Pinbot	963
11 Blaster Master	959
12 Tecmo Bowl	921
13 Castlevania III—Dracula's Curse	859
14 Dig Dug 2	830
15 Galaga	821
16 Final Fantasy	810
17 Bases Loaded II	787
18 A Boy and his Blob	743
19 Stealth ATF	728
20 Paper Boy	695
21 The Legend of Zelda	650
22 Rescue Rangers	622
23 Wheel of Fortune Family Edition	566
24 Days of Thunder	563
25 Casino Kid	546
26 Castlevania	542
27 Monster Party	538
28 NFL Football	536
29 Bubble Bobble	521
30 720°	504

Dealers Are Calling On The Doctor— Dr. Mario, That Is

Super Mario Bros. 3 is still controlling 1st place, but Dr. Mario is in big demand with dealers. Their customers have caught the bug, and only Mario has the cure.

CELEBRITY PROFILE

Vlade Divac and A.C. Green of the Los Angeles Lakers

Vlade Divac

Remember when you first got your NES? Hooking it up to your T.V. was probably a simple task. You read the manual, plugged it in, turned it on and BLEEP! ZOOM! ZAP! Quicker than you could say Koopa Troopa, you were ready to enter the video game world and do battle with the evil King Bowser.

But to Yugoslavian basketball star Vlade Divac, who recently came to America to become the starting center for the Los Angeles Lakers, it wasn't so simple. Unfortunately, the NES instructions were printed in English, not Serbo-Croatian, which is his native language.

"I first played Nintendo last summer when I was in Canada with the Yugoslavian national team for an exhibition tournament," recalls Vlade. "I rented an NES to play Super Mario Bros. with some teammates and although we couldn't understand the instructions when we were setting it up, the drawings made it easy."

Vlade has been a big (at seven-feet plus tall) Nintendo fan ever since. In fact, when Vlade isn't on the court battling for the ball with the likes of Akeem Olajuwan or Patrick Ewing, you can often find him trying to rescue the Princess in Super Mario Bros. 3.

"I love Mario Bros. Nintendo,'" said Vlade as he hummed the game's theme song. "I sit down to play for just a little bit and end up playing for hours. It's the best!"

As Vlade's playing time has increased, so too has his popularity among American basketball fans. A national hero in Yugoslavia, Vlade is not just an up and coming NBA superstar, but he's also on his way to becoming a film celebrity in the United States.

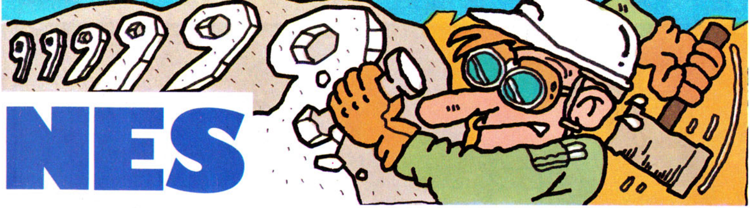
Because the Lakers play their home games near Hollywood, it's only natural that Vlade would be bitten by the acting bug. This past summer he and his wife, Snezana, played car dealers in a comedy film "Autobahn." Vlade also appeared in two Hanna-Barbera television specials, "Wake, Rattle and Roll" and "Fred Flintstone's 30th Anniversary Special." If that's not enough, a shaving cream company recently convinced Vlade to shave his beard off for a television commercial (he grew it back in a few days!).

In spite of his busy schedule, Vlade has managed to convert fellow Laker A.C. Green into a Nintendo fan. On a recent afternoon, the pair teamed up for some fast-paced competition in Super Spike V'Ball, a game they're not exactly used to playing. But before long, the two were spiking like a couple of seasoned pros.

During the video volleyball match, A.C. took his cues from Vlade in the form of "You, you, you," whenever it was his turn to handle the ball. And each time one of the two scored a point after a blocked shot or service ace, both quickly jumped up to high-five the other before the next serve.

This season, Vlade, A.C. and the Lakers team hope to use similar team work to prove that last year's early playoff loss was just a fluke. Both are predicting success for the year ahead against their powerful Pacific Division rivals. But the slam-dunking won't really get started until Vlade and A.C. take a "fast break" to team up again for another round of Nintendo "show time!"

A.C. Green



NES ACHIEVERS

Here they are, the hottest scores around! If you'd like to share your best scores with the readers of Nintendo Power, send them in! You could be the next NES Achiever!

ADVENTURES IN THE MAGIC KINGDOM

Michael Matthews ▶	Trenton, NJ ▶	Finished
Russell Mark ▶	College Point, NY ▶	Finished
Billy Ramirez & Matt Justice ▶	Suisun, CA ▶	Finished
Gary So ▶	Somerset, NJ ▶	Finished
Brian Quigley ▶	Washingtonville, NY ▶	Finished

ASTYANAX

Tony Chaves ▶	San Leandro, CA ▶	10,529,900
John Branscum ▶	Dyersburg, TN ▶	8,346,500

CRYSTALIS

George & Marcy Kilburn ▶	Erie, PA ▶	Finished
Michael Kanarek ▶	Browns Mills, NJ ▶	Finished
Ollie Stevenson ▶	Foster City, CA ▶	Finished
Carol Yamasaki ▶	San Francisco, CA ▶	Finished
Matt Barttelt ▶	Marathon, WI ▶	Finished
Karen Garson ▶	Cordova, TN ▶	Finished
Richard Pastorius ▶	Pittsburgh, PA ▶	Finished
Paul Kawamoto ▶	Seattle, WA ▶	Finished
Joe & Valerie Polito ▶	Rahway, NJ ▶	Finished
Charles Hall ▶	Robinson, IL ▶	Finished
Jason Grimes ▶	San Antonio, TX ▶	Finished
Jared Hockenberry ▶	Pittsburgh, PA ▶	Finished
Leonard Canarski ▶	Oakland, NE ▶	Finished
Carroll Levey ▶	Cutchogue, NY ▶	Finished
Ashley Duke ▶	Palatka, FL ▶	Finished

FINAL FANTASY

Patrick Wallace ▶	Troy, NC ▶	Finished
Heath Garner ▶	Midland, TX ▶	Finished
Chris Layton ▶	Fort Meade, MD ▶	Finished
John Norland & Tyler Rue ▶	Marshall, MN ▶	Finished
Chris O'Shaughnessy ▶	Drexel Hill, PA ▶	Finished
Steven & Dennis Chalfant ▶	Sparta, NJ ▶	Finished
Robby Gray ▶	Stoneville, NC ▶	Finished
Andy & Paul Fuller ▶	Metairie, LA ▶	Finished
Cathy Strini ▶	Belleville, IL ▶	Finished
D.B. Golay ▶	Ponca City, OK ▶	Finished
Eric Mess ▶	Michie, TN ▶	Finished
Mike Vida ▶	Shaftsburg, MI ▶	Finished

NARC

Andy Sprinkle & Mike Krow ▶	New Albany, IN ▶	1,017,800

NINJA GAIDEN II

Dylan Drazen ▶	Roslyn, NY ▶	Finished
Zach Lane ▶	Lincoln, NE ▶	Finished
D.J. Carter ▶	Mount Vernon, OH ▶	Finished
Ryan Friedrich & Tim McKown ▶	Pittsburgh, PA ▶	Finished
Gregory Zeichner ▶	Bethesda, MD ▶	Finished
Bobby Brooks & Chris Sutliff ▶	Fairfield, CA ▶	Finished
Chris Evans ▶	Roanoke, VA ▶	Finished
Andy Bostak ▶	Des Plaines, IL ▶	Finished
Rick Pyles ▶	Camp Springs, MD ▶	Finished
Brian Derwart ▶	Cherry Hill, NJ ▶	Finished

PINBOT

James M. Lore ▶	Gardner, MA ▶	18,910,580
Ed Leskauskas ▶	Vacarville, CA ▶	16,187,520
Bill Dawson ▶	Eaton Rapids, MI ▶	13,676,360
Jim Newland ▶	Blue Springs, MO ▶	12,957,120
Brandon Keys ▶	Florissant, MO ▶	12,277,150
Rose DiMola ▶	Bay Shore, NY ▶	11,367,010
Paul Frisch ▶	Ypsilanti, MI ▶	10,925,830
Wally Berry ▶	Wheat Ridge, CO ▶	10,275,630
David Ball ▶	Waldorf, MD ▶	10,166,780

RESCUE RANGERS

Jamison Benvenuto ▶	Staten Island, NY ▶	Finished
Jeff Letterman ▶	Poplar Bluff, MO ▶	Finished
David McRae ▶	Jackson, MS ▶	Finished
Blair Jarrard ▶	Ormond Beach, FL ▶	Finished
Matt Price ▶	Middleburg, FL ▶	Finished
Jason Morey & Josh Stuart ▶	Cobleskill, NY ▶	Finished
Jonathan Roscoe ▶	Palmyra, PA ▶	Finished
Ken Lacanilao ▶	Maywood, NJ ▶	Finished
Chris Lamoree ▶	Whittier, CA ▶	Finished
William Whitaker ▶	Gaithersburg, MD ▶	Finished
Kevin Inouye ▶	Mililani, HI ▶	Finished

REVENGE OF THE GATOR--GAME BOY

Michael Heasley ▶	Fort Collins, CO ▶	928,450

ROAD BLASTERS

Brian Kappus ▶	Salem, OR ▶	871,126
Geoff Silvers ▶	Kansas City, MO ▶	640,631

ROLLERBALL

Edward Baran, Jr. ▶	Norfolk, VA ▶	28,706,590
Wiliam Reis ▶	Philadelphia, PA ▶	10,002,050
Mike Mendenhall ▶	Kansas City, MO ▶	3,769,490

SILENT SERVICE

Peter Cattouse ▶	Lawndale, CA ▶	90,260
Kevin Sheetz ▶	Goshen, IN ▶	78,700

SNAKE'S REVENGE

Donny Engle ▶	Centreville, MD ▶	Finished
Tim Adams ▶	Portland, OR ▶	Finished
Kevin Shaughnessy & Matt Gallucci ▶	Mesa, AZ ▶	Finished

SOLOMON'S KEY

Carole Bradley ▶	Visalia, CA ▶	16,632,980

SOLSTICE

Joey Warfel ▶	Midlothian, VA ▶	Finished

STEALTH ATF

Ron Irwin ▶	Chicago, IL ▶	1,513,400
Larry Numrich ▶	Latham, NY ▶	616,600

SUPER C

Anthony Montoya ▶	Corona, CA ▶	1,543,000
Kevin Orr ▶	Oklahoma City, OK ▶	1,113,030

SUPER MARIO BROS. 3

Jeremiah Kent ▶	Granada Hills, CA ▶	Finished
David Fedov ▶	Taylor, PA ▶	Finished
Paul Rienhart ▶	Fort Hood, TX ▶	Finished
Randy Magnusson ▶	Staten Island, NY ▶	Finished
Tiffany Beasi ▶	Boca Raton, Fl ▶	Finished
Derek & Roland Rodrigues ▶	Ellsworth AFB, SD ▶	Finished
Jade Kerr ▶	Concordia, KS ▶	Finished
Howard Lynch ▶	Troy, NY ▶	Finished
Jennifer & Tim Koehler ▶	Andover, ME ▶	Finished
Troy LaCourse ▶	Chicago, IL ▶	Finished
John Shivley, Jr. ▶	New York, NY ▶	Finished
Joyce Hutton ▶	Milltown, MT ▶	Finished
Ché Brindle ▶	Trenton, OH ▶	Finished
Paul Mendelson ▶	Troy, MI ▶	Finished
Anthony Keller ▶	Memphis, TN ▶	Finished

TETRIS

Stuart Good ▶	Irvine, CA ▶	500,725
Robb Kumer ▶	Rock Springs, NY ▶	495,798
Fred Comparato ▶	Warren, OH ▶	465,306
Kirk Clayton ▶	Fort Worth, TX ▶	450,808
John Fisbeck ▶	Indianapolis, IN ▶	407,390
Marc Smelkinson ▶	Owings Mills, MD ▶	399,371
Tha Yim ▶	Chattanooga, TN ▶	385,718
Paul Desseyn ▶	Roanoke, VA ▶	351,916
Joyce Friedrich ▶	Pittsburgh, PA ▶	350,522
Joseph Long ▶	Fredericksburg, VA ▶	332,993
Tony Fondacaro ▶	Lee's Summit, MO ▶	322,180
Barbara Bobko ▶	Skillman, NJ ▶	320,700
Phil Abish ▶	Sewell, NJ ▶	310,613
Gary Groff ▶	Iowa Falls, IA ▶	308,710
Kaire Joyce Poole ▶	San Francisco, CA ▶	308,628

TETRIS--GAME BOY

Michael Moskowitz ▶	Fort Lauderdale, FL ▶	225,189
Patsy Flautt ▶	Greenwood, MS ▶	192,347
Sarah Weber ▶	Newton, KS ▶	174,157
Rob Dees ▶	Cedar Rapids, IA ▶	151,718
Brian Hartlaub ▶	Sandusky, OH ▶	102,985

TOMBS AND TREASURE

Marcus Marinho & Jeremy Huttermaier ▶	Beatrice, NE ▶	Finished
Raymond Stallard ▶	Columbus, OH ▶	Finished

HOW DO YOUR SCORES RATE?

Every month we print the best scores sent in by players across the U.S. and Canada. Compare yours to those listed, then grab your favorite controller, limber up your thumbs and send those scores sky high.

To enter, send a photograph of your high score—or the final screen, for games without scores—along with the game's name and your name and address. If yours is one of the outstanding scores we receive that month, or if you're one of the first to finish a game, you might see your name listed!

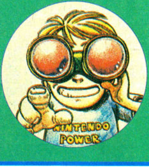
To get a good, clear photo, turn out the lights and use a 35 millimeter camera without a flash. Hold the camera steady, take several shots, and send the best one to us. You, too, can be an NES Achiever!

Take your best Game Boy shot!

***Place your camera on something steady, such as a table.**
***Prop your Game Boy securely at camera height and tilt it so there are no reflections on the screen.**
***Use only natural light—no flashes, no overhead lights.**
***Keep the shutter open for about 2 seconds.**
***Take several shots, and send us the best.**

NINTENDO POWER
NES ACHIEVERS
P.O. Box 97033
Redmond, WA
98073-9733

PAK WATCH



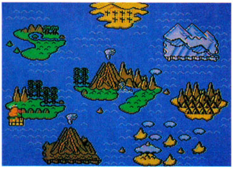
A LOOK INTO THE FUTURE OF NES GAME PAKS!!

From old favorites producing new fun, to new companies destined to become old favorites, this issue's Pak Watch has it all.

Just Around The Corner

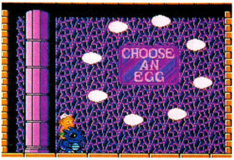
ADVENTURE ISLAND 2

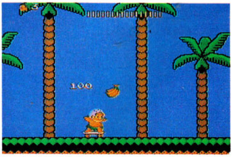
Master Higgins is back for more island-jumping fun in a bigger and better adventure from Hudson. In Adventure Island 2, our hopping hero faces not just one island to explore and conquer, but eight! Each one has several levels to clear before the final "boss" creature is reached. Reaching the final characters isn't easy, but it is fun.

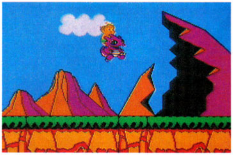


The background settings are displayed in simple, but big and colorful-graphics. You'll encounter familiar enemies from Master Higgins' first adventure, plus lots of new ones! Higgins demonstrated his skateboarding ability in the first Adventure Island game, and he's back for more ripping and shredding action in AI 2.

But in addition to his four-wheeled ride, check out these new four-legged action mounts! Several prehistoric pets can be obtained, each with a special attack or movement capability. The eggs you need in order to gain the services of these trusty steeds can be saved up if you find extras. You can then choose which dinosaur you want to accompany you in the next Island area.







Get ready for the wildest desert island hijinks since the SS Minnow was lost!

Just Around The Corner

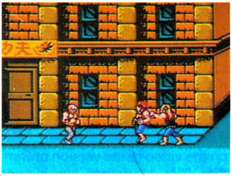
STAR WARS

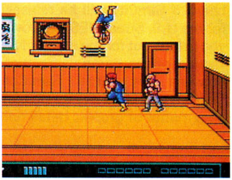
Thirteen years after the release of the mega-hit motion picture Star Wars, Lucasfilm Games is in the process of designing a brand new NES game, based on the movie, for JVC. (This game will be totally different from the FamiCom Star Wars game that came out in Japan a few years ago.) Although exact details on the project were sketchy at press time, we did find out that the game will follow the plot of the first Star Wars movie and will contain three different perspectives on the action. There will be planet-side adventure scenes, first person perspective action from the cockpit of the Millennium Falcon, and exterior-view outer space dogfights. Lucasfilm Games is well known for its great Personal Computer games and hopes to push the NES technical capabilities to the limit in this project. We're sure they'll do a great job bringing the magic of one of the most popular movies of all times to an NES Game Pak. No word yet on whether or not there will be games based on the other films in the original Star Wars trilogy.

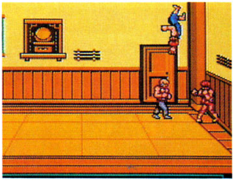
Just Around The Corner

DOUBLE DRAGON III

Although the exact release date of Double Dragon III is still undetermined, we did manage to shake down a few more details on the project. Billy and Jimmy Lee are in search of who else but sweet Marion. To get her they must obtain several mystical stones and conquer the world's toughest enemy. Like in DD2, cinema screens tell the story of their mysterious quest. As in every new installment of this popular martial arts mega hit, the brothers gain a few new martial arts moves. One of the most outrageous is one that lets you jump up, flip, grab the hair of an enemy and flip him over. Old favorites like the Cyclone Spin Kick are also included, as is the same two-player simultaneous game play that made Double Dragon II a hit. Another Acclaim project that sounds promising is a NES adaptation of the Bally-Williams coin-op hit Smash T.V. It's a tongue-in-cheek "total destruction" game set on the set of a futuristic T.V. game show.



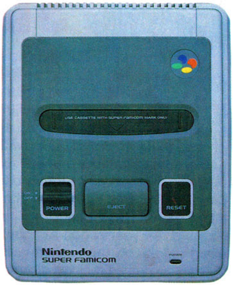




SUPER FAMICOM® SHOWCASE

The Super NES Is On Its Way!!!

During the Las Vegas CES, Nintendo of America Inc. called a special press conference to announce that the next generation, 16-bit Super NES would be introduced in America in September of 1991! Due to the huge demand for this system in both Japan and the U.S., quantities will likely be limited at first. Production will be increased in 1992 to fill as much of the demand as possible. We'll let you know more in next month's issue!

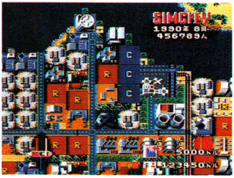


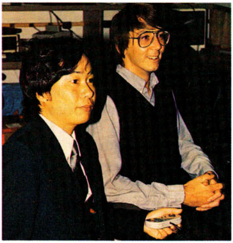
The actual appearance of the American Super NES will be different from the Japanese Super FamiCom (pictured above), but no photos of the U.S. version were available at press time.

SIMCITY

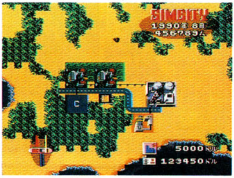
The idea of crafting your own city and watching it grow should appeal to anyone who has wanted to be mayor for a day. And that's just what you can do in SimCity. With its emphasis on strategy and planning, SimCity satisfies even non-video gamers. Now this popular PC hit is making its way to the NES and Super FamiCom. SimCity creator Will Wright of Maxis Software and Mario maker Mr. Miyamoto of Nintendo Company Ltd. are involved with making the video game versions every bit as good as the PC original.

Mr. Miyamoto explains how SimCity came to the Super FamiCom. "When we were first developing game ideas for the Super FamiCom, I proposed a game that allowed you to create your own world. I was pleasantly surprised to find that a great game like the one I envisioned already existed in SimCity." Will Wright has enjoyed working with Mr. Miyamoto and the Nintendo development team on the video game version of SimCity. "Mr. Miyamoto has a good sense of play balance," Will says. "Together we're coming up with some new options for the Nintendo SimCity game that aren't in the PC versions." Schools, banks and casinos are just a few of the new building choices Will mentioned as possible challenges in store for Super FamiCom SimCity mayors.





Mr. Miyamoto and Will Wright demonstrate the Super FamiCom version of SimCity during a recent visit to NOA.



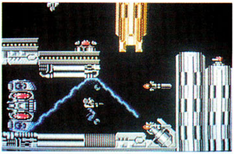
While some PC games lose complexity when they are ported into a video game machine, with SimCity, the opposite is true. Even those who mastered the PC version will find new challenges with NES and Super FamiCom SimCity. The chance to refine and enhance playability came up when the NES and Super FamiCom versions of SimCity were being developed. Icon based pop-up menus and a rapid search mode make both versions a breeze to control and understand. Although we haven't heard if SimCity will be released for the U.S. Super NES, we advise you to look out for the regular NES version of the game. Differences between the Super FamiCom (shown) and the NES version will be a matter of graphic detail only.

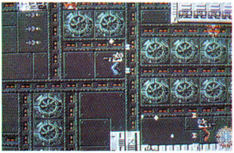
Just Around The Corner

S.C.A.T.

Natsume's next NES release will probably be S.C.A.T. It continues the two-player simultaneous tradition of their other games, like Shadow Of The Ninja, and follows the adventures of a pair of heavily armed space marines (Arnold and Sigourney) as they battle their way through a heavily guarded enemy installation.

The graphics are good and the play is challenging. Natsume is adding lots of cinema screens to give the game a detailed story and action movie feel. The setting and play seemed familiar and the game reminded this Pak Watcher of Section Z crossed with Super C. Natsume prides itself on creating tough games, and S.C.A.T.'s two-player simultaneous play not only adds to the fun, it also makes your mission a lot easier.



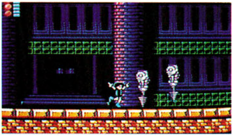


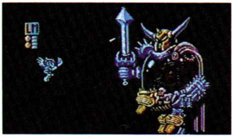
Just Around The Corner

TOTALLY RAD

Jaleco hopes gamers use the title of their new NES action game, Totally Rad, to describe the actual game play. The game follows the adventures of a kid named Jake as he battles monsters from the core of the Earth.

A magician at a local fair teaches Jake ten spells which allow him to command the elements, heal himself or speed up and stop time. Jake can also transform into a lion, lizardman or an eagle using his magic. With its variety of attacks and options, the game play seemed slightly reminiscent of Mega Man.





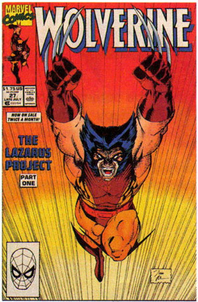
From these screens it looks like Jake will need all the help he can get. Some of these monsters look like big trouble!

Just Around The Corner

WOLVERINE AND TERMINATOR 2

Marvel Comics' mutant of mayhem, the X-Men's Wolverine, will star in a future NES game from LJN. Since the title is still a ways off, little information was available. Although the Wolverine character of the comics is known as a scrapper, we hope LJN includes his other mutant abilities (super senses and quick healing) in the game along with the cutting-edge action.

Another future licensed product from LJN is a game based on the long anticipated sci-fi thriller Terminator 2: Judgment. (Arnold did say he'd be back!) Again, since the game was just announced recently we don't have many details yet. We hope to find out more soon. From the teasers we've seen for the movie, this one could be hot!

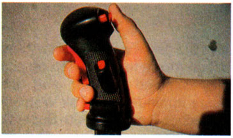


Just Around The Corner

THE GAME HANDLER

A new device that belongs in the collection of those questing for the ultimate controller is The Game Handler from IMN Control. The Game Handler allows you to control all the functions of your NES with one hand through a specially designed hand grip studded with control buttons and triggers.

With this setup, you can press the Select and Start buttons without ceasing fire. The Game Handler detects the movement of your hand as you tilt the grip left, right forward and back, and moves your on screen character accordingly. Several add-ons for The Game Handler are in the works including a remote control unit, microphone, stereo headphones and an interesting "Cockpit Viewer."

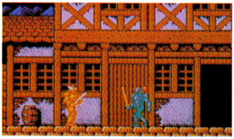


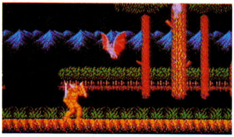
Although the controller takes a little getting used to—the motion sensitivity is pretty high—the configuration of the buttons makes for some new action possibilities in games where the Select and Start buttons come into play.

Just Around The Corner

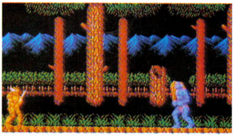
SWORD MASTER

Among Activision's projects on the horizon is Sword Master, a fantasy arcade style action game. Sword Master features big characters and very fluid animation. You take control of an armored knight as he journeys through a variety of interesting settings. You start out armed with a sword, but as you gain experience, you can don the cloak of a magician and cast spells. The double scrolling background graphics were particularly impressive.





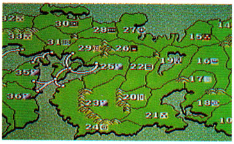
We hope to have more on Activision's other games, Die Hard, Mech Warrior, Ultimate Air Combat and Aliens Vs. Predators, for you next issue.



Just Around The Corner

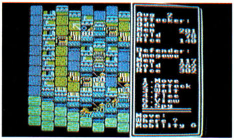
NOBUNAGA'S AMBITION II

The potential for creating strategy games on certain historical time periods is boundless, so Koei has created a second simulation set in feudal Japan. Nobunaga's Ambition II picks up where the first game left off.



Oda Nobunaga has treacherously been slain by one of his generals, and it's now up to you to unite Japan. You'll have over 400 new samurai characters to interact with, hire or conquer.

The combat sequences are more detailed than the first game and now take into consideration siege warfare and night attacks. Nobunaga's Ambition II offers more of what you become an ancient dictator for!



GOSSIP GALORE

Many companies are planning games based on hot licenses; the ones listed below are only a few that are in the rumor mill.

ADVENTURES OF LOLO 3

Lo and behold, HAL's intrepid hero Lolo joins the elite number of characters to have starred in three NES games with the slated third installment of his adventures. Special features in Lolo 3 include a more open-ended path that leads you through the many maze-rooms and underwater areas with new obstacles and enemies. And you can challenge the game as either Lolo or Lala!

SPACE SHUTTLE SIMULATOR

Absolute is hard at work on a Space Shuttle Simulator which includes some great action and a few informative sequences about the Shuttle's operations.

MICROPROSE DESIGNS GAME FOR THE NES

Microprose joins the NES family with the release of a NES version of their PC air combat simulator, F-15 Strike Eagle. Microprose hopes to push the technology of the NES to its fullest to create the best flight simulator for the NES so far.

LITTLE MERMAID

Another title in Capcom's growing line of NES games based on Disney properties will be The Little Mermaid. Although it will be targeted at female NES players, we expect that the game, like the movie, will appeal to a wide range of NES fans.

BANDAI

Bandai will be adapting Disney's summer 1991 movie The Rocketeer into an NES game. They are also planning a baseball game called Legends Of The Diamond, which will allow you to form teams made up of baseball greats from the past.

TWO-PLAYER PAC MAN

New Game Boy developer Namco is planning to create a Pac Man game for Nintendo's portable system that allows two power-pill munchers to scarf simultaneously. (See Game Boy section for more Game Boy news.)

NINTENDO SPORTS SET

Nintendo's new Sports Set makes for a great way to get into the NES. This new package includes the Control Deck, four Controllers, a NES Satellite and a double Game Pak with Super Spike V'Ball and Nintendo World Cup.

PAK WATCH

NES PLANNER

COMING SOON

Adventure Island II
Base Wars
Beetlejuice
Bill Elliott's Super NASCAR Challenge
California Raisins
Chase HQ
Faria
G.I. Joe
Hatris
Indiana Jones And The Last Crusade
MetalStorm
Mike Ditka's Big Play Football
Mini-Putt
Monopoly
Princess Tomato In The Salad Kingdom
Qix
SimCity
The Simpsons
Sword Master
Uninvited
The Untouchables
Wayne Gretzky's Hockey

COMING LATER

Adventures Of Lolo 3
Adventures Of Robin Hood
Aliens Vs. Predators
Battle Toads
Bill & Ted's Excellent Video Game Adventure
Bo Jackson Baseball
Darkman
Double Dragon III
Earth Bound
Euro Cup Soccer
F-15 Strike Eagle
The Flintstones
The Jetsons
Legends Of The Diamond
Little Mermaid
Lone Ranger
Mech Warrior
New Kids On The Block
Nobunaga's Ambition II
The Rocketeer
S.C.A.T.
Space Shuttle Simulator
Star Wars
TaleSpin
Wolverine

NINTENDO POWER Bulletin Board

BACK ISSUES

Nintendo Power's most recent nine issues are available individually. Add them to your collection! They contain these exciting reviews:

Volume 7 (July/Aug. '89): Mega Man II, Dragon Warrior, Faxanadu, Strider.
Volume 8 (Sept./Oct. '89): Disney's Duck Tales, Dragon Warrior, Hoops, Fester's Quest, Roger Rabbit.
Volume 9 (Nov./Dec. '89): Tetris, RoboCop, Willow, IronSword, Super Off Road, NES Play Action Football.
Volume 10 (Jan./Feb. '90): Batman, Shadowgate, Willow, Double Dragon II, Clash at Demonhead, River City Ransom.
Volume 11 (March/Apr. '90): Super Mario Bros. 3, Silent Service, Pinbot, 720°, A Boy and his Blob, Astyanax.

Volume 12 (May/June '90): Final Fantasy, Super C, Dynowarz, Code Name Viper, Burai Fighter.
Volume 14 (July/Aug. '90): Rescue Rangers, Snake's Revenge, Solstice, Crystalis.
Volume 16 (Sept./Oct. '90): Maniac Mansion, Final Fantasy, NES Play-Action Football, Snake Rattle N Roll.
Volume 18 (Nov./Dec. '90): Dr. Mario, Castlevania III, Little Nemo the Dream Master, SolarJetman.
Volume 20 (Jan.'91): Mega Man III, Déjà Vu, Gremlins 2, The Immortal.

To order your back issues, use the form at the front of this issue.

A CLASSY OFFER

For a limited time we're offering our first six issues as a set. They're classics! You'll find . . .

—In-depth reviews of Super Mario Bros. 2, Ninja Gaiden, Castlevania II—Simon's Quest, Zelda II—The Adventure of Link, and Teenage Mutant Ninja Turtles.
—Amazing tips in Counselor's Corner
—Secret strategies in Classified Information

This offer is too good to miss! It's available only while supplies last, so use the form at the front of this issue to order now!

STRATEGY GUIDES AND TIP BOOKS

Nintendo Power's Strategy Guides and tip books cover the best of the new releases. You won't find better maps, tips, or strategies anywhere!

Strategy Guides Now Available:

Volume 13: Super Mario Bros. 3
Volume 15: Ninja Gaiden II
Volume 17: Final Fantasy
Volume 19: 4-Player Extra

Tip Books Available:

The Legend of Zelda:
Tips and Tactics
How to Win at Super Mario Bros.

To order the strategy source of your choice, use the form at the front of this issue.

WORLD CLASS SERVICE

Our World Class Service Centers provide Nintendo customers with convenient local repair service, system maintenance, and replacement component sales, all at affordable prices. To locate the World Class Service Center nearest to you, call our Consumer Service hot line at 1-800-255-3700.

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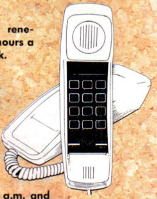
Subscriptions and renewals only. Call 24 hours a day, 7 days a week.



Consumer Service

1-800-255-3700

Call for general assistance or to change your address between 4 a.m. and midnight Pacific time, Monday through Saturday, or 8 a.m. and 5 p.m. Sunday.

Game Play Counseling

1-206-885-7529

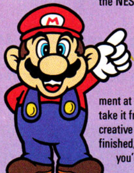
For help with game play, call between 4 a.m. and midnight Pacific time, Monday through Saturday, or 8 a.m. and 5 p.m. Sunday.

WANTED: AGENTS

Help Stamp Out Fraud!

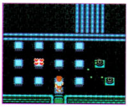
Mario's used to stomping Koopas, but now he's stomping mad about bogus Game Paks that are showing up in retail and rental stores. Why's Mario so mad? These games pretend to be Nintendo products, but they aren't—they're counterfeits! Since they haven't been quality-tested like genuine Nintendo products have, there is no guarantee that they'll work with your NES—or that they won't damage it. How can you spot them? They often contain many games in one Pak, sometimes 80 or more. Some have names that are very similar to real Nintendo games. Others won't fit into the NES without adapters. Most of them come from Taiwan and don't have English packaging or manuals. Look for the Official Nintendo Seal of Quality—if the game doesn't have it, it may be a fake.

What can you do? Blow the whistle on the phonies! If you see newspaper or magazine advertisements for counterfeits, send them to us. If you know of stores that are renting or selling these games, either write to us or call our Consumer Service Department at 1-800-255-3700. Give us the store's name and address, and we'll take it from there. Copying a video game program is like copying any other creative work. If you'd spent years creating something, and just as you finished, someone came along, copied it, sold it and collected the profits, you'd probably be stomping mad, too!



Games Reviewed Next Month:

STARTROPICS



Are you ready for Chapters 3 through 6? Next month's issue has all the info you'll need in a 20-page exposé. If you're traveling in the tropics, don't leave home without it.

METAL STORM

Blast off for futuristic fun in this new space game from Irem America Corp. Before you challenge enemy ships and robots, arm yourself with special weapons and get set to defy gravity!

G.I. JOE

Fall out and into combat action with your own squad of government issued heroes. Select your squad members from among the best—you'll need the very bravest when you face Cobra.

SPECIAL REPORT: HARDWARE

Next month we'll report on Nintendo Entertainment System hardware and how it works. It's great reading for anyone who has ever wondered how on-screen characters and action are created.

Dear Readers,

It's not every day that you get the chance to simulate space flight with a genuine Soviet Cosmonaut! At the premiere of Solar Jetman at F.A.O. Schwarz toy store in New York City, I had just that opportunity. A real-life space adventurer himself, Nikolai Rukavishnikov was on hand to give tips on galactic travel and to show how a pro maneuvers a video space ship.

The Cosmonauts are no strangers to Nintendo games. You might remember that, when they lifted off for last year's space mission, they took Game Boys with them! In the spirit of Glastnost, Nikolai and I shared some techniques while playing Solar Jetman on F.A.O. Schwarz's giant video wall. (Of course, I couldn't resist getting in on the larger-than-life game play!) An enthusiastic crowd gathered to check out the game—and the players. In all, more than 40,000 people showed up that day!

Making a "rare" public appearance, Solar Jetman designers Chris and Tim Stamper of RARE Ltd. were also on hand to answer questions and sign Game Paks. It looks like they have another huge hit—F.A.O. Schwarz reported that Solar Jetman set a new sales record that day!

We'll have news about other hot titles next month in our complete report on this winter's Consumer Electronics Show (CES). There's plenty to tell, but we were past the deadline and couldn't include it this month. The CES is one of the most exciting events of the winter, so you can bet that the report will be worth waiting for.

Cosmonaut Nikolai Rukavishnikov takes control while a curious crowd looks on.

Howard with the RARE team, Chris Stamper, left, and Tim Stamper, right.

Nintendo of America Inc.
P.O. Box 97043
Redmond, WA 98073-9743

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